

GUNDAM • TELEPHONE CARDS • DYNAMO JOE • TATSUNOKO

ANIME UK

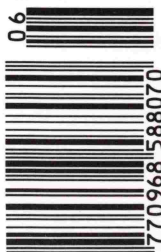
MAGAZINE



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THE AGE OF SWORD
RECORD OF
LODOSS WAR



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ANIME UK MAGAZINE

Front Cover by Wil Overton
Back Cover by Steve Kyte

VOL 2 · NO 1

KONNICHIWA!

EDITOR

Helen McCarthy

is another year older – and possibly wiser, but don't look for evidence! Since our last issue she's been interviewed on that venerable programme WOMAN'S HOUR about sex, violence and anime, despite having less and less time to do any of them lately...

ART EDITOR

Wil Overton

has been torn away from his SNES to do some more covers of SUPER PLAY MAGAZINE as well as working on ANIME UK. He didn't get his assistant artist for Christmas, but is bravely soldiering on with the horrendous task of spending all day and every day drawing endless streams of Cute...

STAFF ARTIST

Steve Kyte

has gone underwater he's been working on STINGRAY merchandise and artwork – and is about to be Mysterionised to work on CAPTAIN SCARLET. Since this involves producing an exact duplicate of the Mysterionised person he should in theory be able to produce twice as much artwork from now on...

PUBLISHER

Peter Goll

cheated and spent Christmas in San Francisco (take those shades off in the office!) where he turned down an approach from NASA to take command of their Space Mapping Division. He is now sooooo cool that several well known poseurs' mags are trying to poach him as their Style editor and are getting very upset because we won't let him go.

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This is a good time for birthdays (and not just because mine is at the end of February!) At the youthful end of the scale, Island World's MANGA VIDEO label is a year old, and right up among the venerable giants of the anime industry, TATSUNOKO are celebrating their thirtieth anniversary this month. We wish both companies a Happy Birthday and many more years of success. We also present Harry Payne's review of MANGA VIDEO's first year, and John Carr's overview of Tatsunoko's productions.

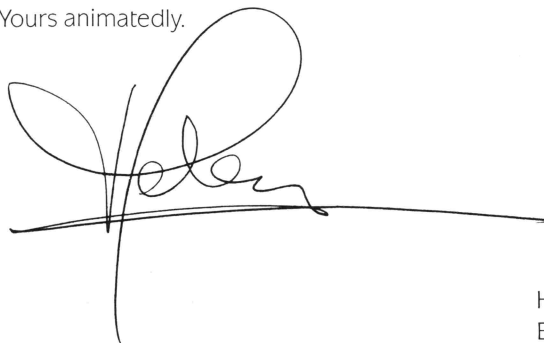
The anime world is expanding and more and more British fans are getting in touch with their European and American counterparts. Two new features in this issue should help the process. Our anime clubs listing will tell you about fanclubs or fan publications from all over the world. (You can help us by sending details of any good clubs or zines you come across.) The penpal column will print all details received of anime fans hunting for penfriends, and we hope it will help you make new friends in anime fandom.

We've also produced our second mail order list and have managed to find a supplier for those cute little sweets-and-toys combinations featured in the ANIME SWEETSHOP article in issue 1. It has to be said that these are not really worth acquiring for the sweets – how a nation as completely cultured as Japan produces such disappointing chocolate is a mystery to me – but the kits and toys are adorable. If you don't have a copy of the list, send a stamped self-addressed envelope to Lynn Moir at Mortimer Street and prepare for a major Cute Attack!

Dafydd Dyar's GUNDAM series continues and this issue presents a comprehensive timeline which should help you make some sense of the vast web of politics and people in the Universal Century, and swords-and-sorcery OAV series RECORD OF LODOSS WAR is profiled. For those still on the acquisition trail, you can find out how to get anime phonecards. For modellers, there's another of Paul Watson's how-to articles, taking you step by step through the construction of a DETONATOR ORGUN kit. RAD's ROBOTECH GENERATION article has been held up by the same spanner in the works that kept his AD POLICE research suspended over the Atlantic, but he now has all his books and notes back in Massachusetts and both articles should be with us soon.

I hope the other goodies in this issue will keep you entertained and informed until then!

Yours animatedly.



HELEN MCCARTHY
Editor

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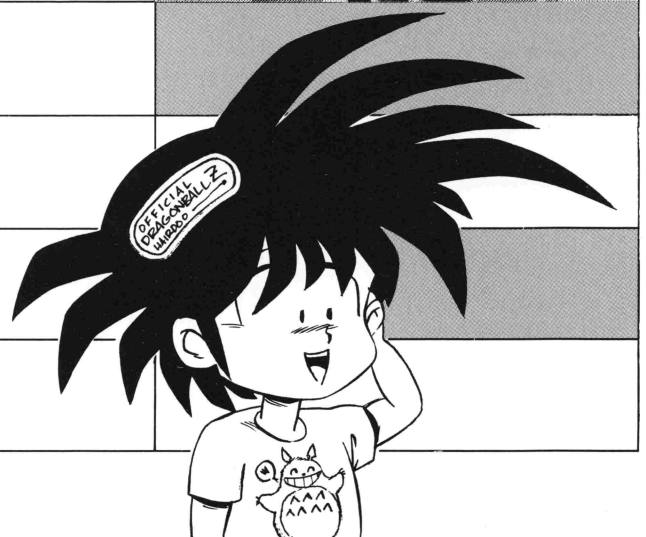
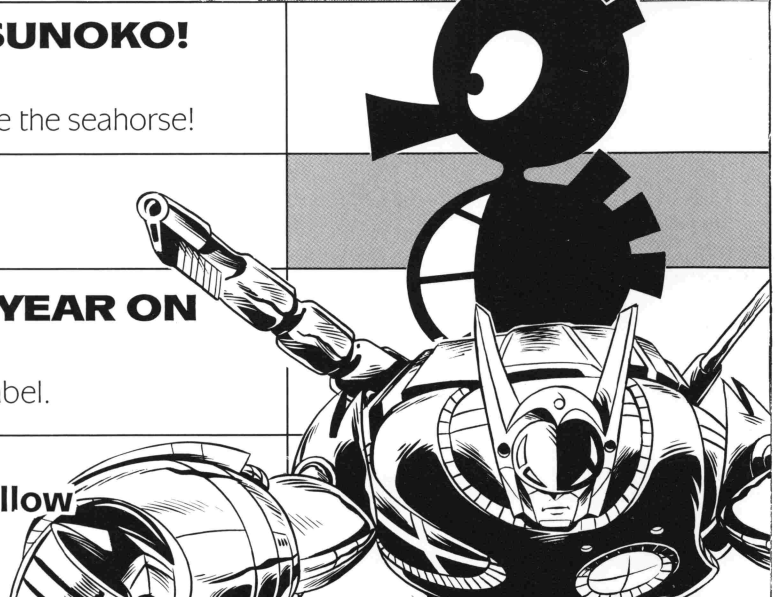
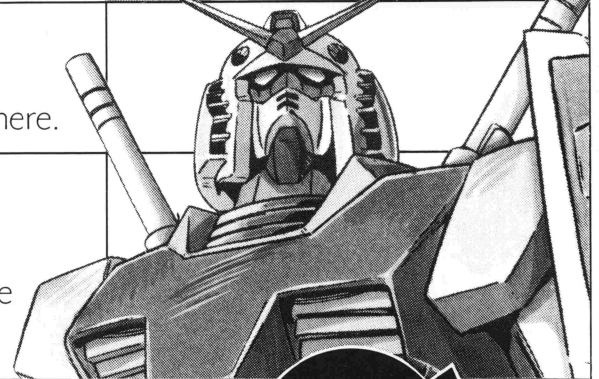
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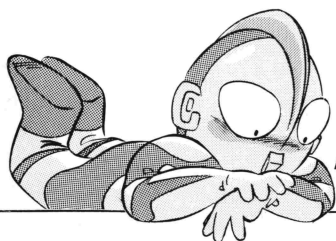
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NEWSLINE

MANGA VIDEO UPDATE

Dateline December 1992: ISLAND WORLD COMMUNICATIONS announce the next release on their MANGA VIDEO label; the followup to UROTSUKIDOJI : LEGEND OF THE OVERFIEND will be the popular manga-based anime **3 x 3 EYES** (aka SAZAN EYES). The first tape will feature episodes one and two and should be in the shops in February or March 1993.

Meanwhile UROTSUKIDOJI : LEGEND OF THE OVERFIEND has broken MANGA VIDEO's previous sales record by selling even faster than AKIRA in its first weeks on release.

EDITOR WANTED

No, I'm not retiring yet, but **ISLAND WORLD** are looking for an editor, as well as writers, for the newsletter of their **MANGA CLUB**. The work is unpaid but there'll be free videos, and maybe other goodies too. If you're interested write to Laurence Guinness at **MANGA CLUB**, 40 St. Peter's Road, London W6 9BD. Sending a sample of any writing work you've done will probably help.

AUK CORRESPONDENTS GET AROUND

Our very own PETER EVANS, HELL CITY scribe extraordinaire, made his **SUPER PLAY MAGAZINE** debut in the February 1993 issue. Peter will provide a regular column from Tokyo, looking at life in the birthplace of Nintendo and anime in his own inimitable way. Peter, whose interview with NAGAI GO appeared in our last issue, recently paid a visit to Nagai-sensei at the office of DYNAMIC PLANNING CO. and presented him with the latest issues of ANIME UK MAGAZINE. He reports that Nagai-sensei thinks our artists Wil Overton and Steve Kyte are "sugoi!" ("amazing!"). What with all this writing, socialising and still trying to hold down a full-time job it's nothing short of amazing that Peter actually has time to watch any anime....

ANIME AMERICA LATEST

ANIME AMERICA (25-27 June 1993) has announced a blockbusting list of Guests of Honor, including **HARUKA TAKACHIHO**, sf novelist and creator of Crusher Joe & the Dirty Pair, **JOHJI MANABE**, of **OUTLANDERS** fame, **MONKEY PUNCH**, creator of **LUPIN III**, **YOSHIHIRO YONEZAWA**,

president of Comic Market Japan, **NOBOYUKI SUGAYA**, President of ACC Production, Tokyo, **ADAM WARREN**, writer and artist on the American **DIRTY PAIR** comic, and **FRED PATTEN**, co-founder of the Los Angeles Cartoon/Fantasy Organisation. Their room rates are very reasonable and the current membership rate is \$35.00, and all mail-in memberships must be posted to them by 1st June 1993. There are 3 24-hour anime tv channels, a 16mm and a 35mm film programme, art room, dealers' room and many special features like a cel auction and cel painting workshop. The convention is dedicated to the late Dr. Osamu Tezuka, the pioneer of the anime industry, who died in 1989. You can get further details or join by writing to **ANIME AMERICA**, 298 4th Avenue, Suite 472, San Francisco, CA 94118, USA. Voice mail number is 010 1 415 241 8823, fax number is 010 1 408 748 9620.

ANIME EXPO LATEST

The Fourth of July weekend sees yet more anime in California as **ANIME EXPO** welcomes another string of Guests of Honor including **HIROYUKI KITAZUME**, chara designer/animation director who has worked on such projects as Z and ZZ **GUNDAM**, **CHAR'S COUNTERATTACK**, **DRAGON CENTURY**, **MOLDBIVER**, **LEGACIUM**, **MEGAZONE 23 PART III**, **DIGITAL DEVIL STORY**, **ROBOT CARNIVAL (STARLIGHT ANGEL segment)**, **GAIRTH** and **SCRAMBLE WARS**; **MAKOTO KOBAYASHI**, chara & mecha designer/director, whose work includes **DRAGON'S HEAVEN**, **Z GUNDAM**, **GIANT ROBO** and **VENUS WARS**; **HARUHIKO MIKIMOTO**, renowned creator of ultracute charas in **GUNBUSTER**, **MACROSS** and **MACROSS II**, **HIGH SPEED JECY** and **MEGAZONE 23**; and **SCOTT FRAZIER**, the most successful American in the anime industry in Japan, who has his own anime studio and teaches in a Japanese animation school.

Other treats include the art and model show and contest, dealers room, the popular GOH brunch at which you could share a table with any of the Guests of Honor, a Masquerade, gaming and lots more. Membership is \$30 until 1st March, \$40 until 1st June. Write to **ANIME EXPO 93**, 2425 B Channing, Suite 684, Berkeley, CA 94704, USA, for more details or to join.

ATTENTION ALL WOULD-BE ARTISTS!

We get a great deal of artwork submitted for the EYECATCH page or the magazine in general. We'll be able to use a great deal more of it if everyone follows these few simple guidelines. They are offered because we WANT to be able to use your work and we WANT it to look good in print, so please bear them in mind.

1 PLEASE SEND AN SSAE IF YOU WANT YOUR WORK RETURNED!

2 Your work should be on good quality white paper in black line; and that means INK. Most work done in pencil or biro just won't reproduce well enough, and the same applies to work done on coloured paper, airmail paper, ruled paper torn out of an exercise book, and cut-up paper bags.

3 If you think you're good enough to push Kyte and Overton off the covers, by all means submit colour work, but above rule on pencil work still applies.

4 No collage or other 3-D techniques, no photomontage and **definitely** no tracings or direct copies off Nagano, Otomo, Sonoda, etc etc etc. If we want to reproduce a Kia Asamiya drawing we'd rather have his version than yours.

5 We don't want to inhibit your creativity but this is an anime magazine. Please keep your subjects anime-based or anime-related.

6 Please don't make your work minutely small or phenomenally large. The more difficult it is to see, handle or find, the less likely we are to use it – and the bigger it is the more likely it is to be damaged in transit by our beloved Post Office.

7 Lastly, please don't forget to make sure we have your name and address in legible form. The best place to put it so it can't get lost or mislaid is on the back of the work itself (but make sure it doesn't show through the paper to the front).

And with this last piece of advice in mind:

ATTENTION KEIRAN MATTHEWS OF BRISTOL!

Keiran sent us a piece of artwork on November 11th. Luckily he wrote his name on the back or we couldn't even have printed this appeal, because he didn't enclose a covering letter or note of his address anywhere in the missive – we only know where and when it was posted by astute detective work (ie reading the postmark). Please bear in mind that when you send us a letter or drawing it really helps if you also send us your address!



Record of Lodoss War

By Helen McCarthy

Daydreams DO come true...

Do you keep hearing that all this science fiction and fantasy will never get you anywhere and you should stop daydreaming and concentrate on real life?

RECORD OF LODOSS WAR is the direct result of its creator, Ryo Mizuno, ignoring such wellmeant advice. His daydreams were so detailed, so thoroughly worked out and so cleverly marketed that they turned themselves into a roleplaying game, a series of novels and manga, a computer game and a thirteen-part OAV series, to say nothing of the multitude of kits, posters, stationery items and other such goodies which attend any major anime success.

This is how it happened: Mizuno was bored in high school. Like most bored students, a lot of the notes he scribbled in his exercise books and on odd bits of paper had nothing whatsoever to do with his course work. He was composing his own fantasy universe – characters, settings, warring states and great religious clashes. We've all done this, or know someone who has, and most of these private universes are consigned to the dustbin or languish in junkboxes somewhere, to be reminisced over with our other student souvenirs on the odd wet afternoon; but the island of Lodoss was different. A chain of events combining luck and effort brought the fantasy to life. Mizuno joined a gaming club calling itself

GROUP SNE. The group had a wide range of interests in gaming; naturally they played pachinko (doesn't everybody?), but they also followed sports, as well as the more usual board and computer games, and they had one very unusual

interest indeed – they were among the few Japanese at the time who had even heard of, let alone played, Western-style roleplaying games. These games, known as **RPGs**, rely on the players having “scenarios”, mini-universes in which to play out the action, and Mizuno offered his school daydreams as scenarios for Group **SNE** to explore. His friends liked it so much that they invented their own **RPG** system for the game, and when in 1986 the chance to introduce roleplaying to a wider audience came along, it was **RECORD OF LODOSS WAR** that formed the basis of Mizuno’s article in a popular monthly magazine. The rest is not fantasy but history. The Group **SNE** system was turned into a commercially available **RPG**, Mizuno’s own stories became a novel series from Kadokawa Shoten, manga, computer games merchandise and anime all followed. If it all sounds too easy, a little too good to be true, remember this: the daydream had to be convincing before it could cross over into reality. Lodoss is not just a bored teenager’s escape; Mizuno’s world has caught and held a million imaginations other than his own.



THE BACKGROUND

The history of Lodoss is a history of war and bloodshed from the beginning of time.

Five thousand years before our story begins, the mighty gods Falis and Falalis led the other gods in war against each other. Falalis, the god of darkness and chaos, used his magical weapon to call on Falis, god of light and order, for a duel; despite Falis' reluctance he could not ignore the call of the magic sword to his own weapon, and so the war between light and darkness began, with each side calling up dragons and other creatures to aid it. In the end, only two goddesses remained – the good Marfa and the evil Kardis. Their struggle led to their deaths, and with her dying breath Kardis cursed the land; but before her dark aura could spread, Marfa split off the part already affected from the continent of Araycrust, a land which drifted south and became known as Lodoss, "the cursed island". Despite this, Marfa's spirit still protects Lodoss, while Kardis' spirit sleeps on Marmo Island, infecting it with her own evil.

Five hundred years before, a great magical kingdom was overthrown. The Gray Witch Karla, seeing how close the world had come to destruction, determined to intervene in history from then on, to ensure that neither good nor evil gained dominance, believing that this was the way to ensure the world's survival. Meanwhile, the wizard Duke Sarvarn hid five powerful magical items under the protection of the five surviving Great Dragons, binding them with mighty

PERN – the Fighter or Paladin

A handsome eighteen-year-old human, Pern is the son of the knight Tetheus, who died in the service of King Faun of Valis. His ambition is to become a heroic warrior like his father, and he wears his father's armour in his memory. However, having lived all his life in a little country town in Alania, he is completely untrained and unsophisticated when the story starts, with no skill whatsoever with a sword and too eager to rush in to dangerous situations with no idea how to handle them. As the story progresses he learns swordsmanship and strategy, and also learns more about life and emotions. His slowly unfolding relationship with Deedlit is an important strand of the story.



DEEDLIT – the High Elf

A mere teenager in elf terms – about 160 years old – she is going through that phase that parents of teenage daughters recognise, with a shudder, as "boy-crazy". She falls for Pern on sight, and whatever her pretext for joining the party, it's really to stay close to him. In many respects she is a typical teenage girl – easily distracted by pretty things like jewellery or a new dress, furious when she thinks Pern is not paying attention to her – but she is also a powerful magician, able to call on the forces of nature. Her magic, however, is "white magic" and never exploits or abuses others. When magic isn't appropriate she uses a rapier to good effect. Like all her people, she doesn't get on well with dwarves and there is a good deal of friction between her and Gim, though they come to respect and even care for each other over time. Needless to add, she is exceedingly cute, and close friends sometimes call her Deed (pronounced "Deedoh" in Japanese).



GIM – the Dwarf

Gim is about sixty in dwarven years and a great warrior, whose strength and skill with his huge battle-axe help him defeat many younger fighters. He has enormous courage and disregards any danger to himself to help others in the party if they are in danger. This even applies to Deedlit, though his people and elves don't get on and he considers her too flighty and troublesome! Like most of his people, he is very stubborn, but a good and faithful friend – this is shown by his determination to help his friend Neese, priestess of Marfa, find her lost daughter Lairia – and an excellent craftsman.





ETO – the Cleric

Pern's best friend since childhood and also about 18, Eto is a priest of Falis and has just returned home from his studies as the story starts. He's a plump, cheerful, charming young man, but also has deep convictions and great courage. He has trained as a healer and his whole character fits this – he is a peacemaker who likes people to get along, and does his best to avert or mend quarrels such as Deedlit's frequent spats with Gim. Although he hates conflict and violence, he will fight when forced to do so and a mace is his preferred weapon. His sweetness of nature and strength of character eventually win the hand of King Faun's daughter, Fianna.

SLAYN – the Wizard

A human in his mid-twenties, Slayn is a graduate of the Institute of Magic, and when the story opens he is living near Pern to try and continue his studies in the peace of the countryside. He is a quiet, reserved man and slim to the point of gauntness, and is an old friend of the dwarf Gim. He is very powerful but still inexperienced, and always aware of the need to learn more spells. Many magic-users find that the use of their powers depletes their physical energy, and Slayn is no exception; being inexperienced, he is often seriously weakened by casting spells but never hesitates to do so when his friends are in danger. His magic staff is his main "weapon" but for physical fighting he uses a dagger.



WOODCHUCK – the Thief

Woodchuck (real name Jay Lancart) is a human in his forties who meets the party when they are thrown into the same dungeon in Castle Mise, and joins them on his release thinking that he might strike it lucky and get a chance at some treasure. His "official" profession is that of scout but he is thoroughly devious when it comes to "picking up" any money that happens to be lying around! Cynical and lazy, he is nevertheless a fierce fighter when it's unavoidable, and uses a shortsword and a dirk.

spells to guard the treasures at all costs. Thirty years before, darkness once again covered Lodoss as Kardis managed to resurrect herself into the form of one called the Demon God. He lived in the labyrinth on the island of Marmo, into which over a hundred heroes and warriors had ventured to try and end his rule, but all had been killed. Seven brave souls joined forces to challenge the Demon God in a fight to the death, and at great cost they managed to defeat him but not kill him. The spirit of Kardis was put to sleep once more, imprisoned in the labyrinth of Marmo, but one of the heroes had died in the battle.

The seven heroes were Faun, Beld, Karla, Neece, Wort, Flaibe (dwarf king of the Lost Kingdom of Stone) and a nameless wizard fighter. The survivors are now known as the Six Heroes. Of these, Karla was always ambiguous in her allegiances and Beld has been seduced by the dark forces he fought and is now a servant of evil; while Wort has withdrawn from the world into his studies and refuses to take any interest in men's petty, tedious battles. Yet with Beld's evil spreading across the land, the freedom of Lodoss's kingdoms – Valis, ruled according to the laws of Light, its king chosen by the priests of Falis; Alania, site of the great temple of Marfa; the desert kingdom of Flaim; Kanon, a rich and cultured land; and Moss, ruled by the Dragon Knights on their fiery mounts – is threatened once more. Another band of heroes must be found and the endless battle against evil must once again be played out in the lives of men, elves and dwarves.

PRINCE JESTER OF MOSS is a brave fighter and ally of Faun, who once helped him save his land from the dragon Shooting Star according to their treaty.

EMPEROR BELD OF MARMO was once Faun's greatest friend and one of the Six Heroes; yet he gave up all this to tap the powers of darkness and uses them to help further his desire to rule all of Lodoss. He is known as the "Dark Emperor".

ASHRAM, known as "the Black Knight" not just because of his black armour but also for his cold, deadly fighting, is Beld's loyal general and eventual successor. He is a superb fighter, handsome and intelligent, but seems to have no feelings or compassion. His one purpose in life is to serve Beld through war, chaos and destruction. However, in the end the depth of his love for the Dark Elf Pirotessa is revealed.

PIROTESSA is a Dark Elf; unlike High Elves, they draw their power from forces of evil and so her magic, unlike Deedlit's, is destructive. However she is capable of great devotion; she falls in love with Ashram on sight and remains faithful to him despite his apparent coldness towards her.

KING FAUN OF VALIS, also known as the "White King", is one of the Six Heroes who defeated Kardis, and the most respected and loved of all the rulers of Lodoss. Formerly the closest friend of Emperor Beld of Marmo, he now opposes Beld's aim to rule all of Lodoss. He has been King for thirty years and has one child, Fianna. About sixty years old, he has lost none of his strength and courage in battle, but his position as King has brought him many regrets.

NEESE is a priestess of Marfa and mother of Lairia. She was also one of the Six Heroes, and is a friend of the dragon Bramud, one of the five surviving dragons of Lodoss, who lives under the temple of Marfa. She and Gim are old friends and Gim shares her faith in Marfa and her grief at Lairia's abduction from the Temple by a mysterious entity seven years before.

PRINCESS FIANNA is Faun's only surviving child. She is a gentle loving girl of about fifteen, anxious to help her father as much as possible in matters of state. Later she will fall in love with Eto.

KING KASHUE OF FLAIM is an ex-mercenary in his mid-thirties and Faun's best friend. He used to be a great joker but the responsibilities of his new position weigh heavily and sometimes make him appear vindictive or uncaring. A handsome, charming man and a great success with the ladies, he is also an expert fighter with the bastard sword and becomes one of Pern's tutors in the weapon.

VANGARD is a sorcerer in Beld's service whose true aim is to revive the evil goddess Kardis, whose spirit is sleeping on Marmo Island. He is utterly ruthless and will do anything, no matter how evil, to awaken Kardis' power, which he wants to use for his own ends.



KARLA, the Gray Witch, is a human ▲ sorceress who is now over five hundred years old. Like Wort, she was one of the Six Heroes, but she too is completely selfish; she believes that her power and knowledge entitle her to decide what is best for Lodoss. Since she thinks that "the balance of history is only stable when it shakes a little", she has manipulated history to ensure that neither good nor evil gains dominance, exposing the land to almost continual war and uncertainty. Her own body is long since gone and she steals the bodies of mortals, trapping their souls in her golden circlet so that her material life can continue. She uses black magic as the main source of her power.

WORT is a crusty old sage who lives alone in his tower in Moss, studying and writing. He knows more about the sorceress Karla than anyone else on Lodoss. Once a sorcerer from the kingdom of Kanon, he was one of the Six Heroes, but since then his isolation and constant study have made him rather selfish and he cares only about his work.



DRAGONS come in two sorts.

Common dragons are used as mounts by the Dragon Knights of Moss; devoted and intelligent, they are without magical powers. Great Dragons are old, wise and completely unpredictable. There were many of these great creatures before the destruction of the Land of Magic but now only five survive, guarding five magical treasures. Eibra and Naas are evil dragons, Maisen and Bramud are good, and Shooting Star is simply violent and dangerous.

NAAS, the Black Dragon, has batwings and can breathe fire and lightning, and sleeps on Marmo. He guards the Casket of Knowledge which is said to contain all the wisdom of the ages.

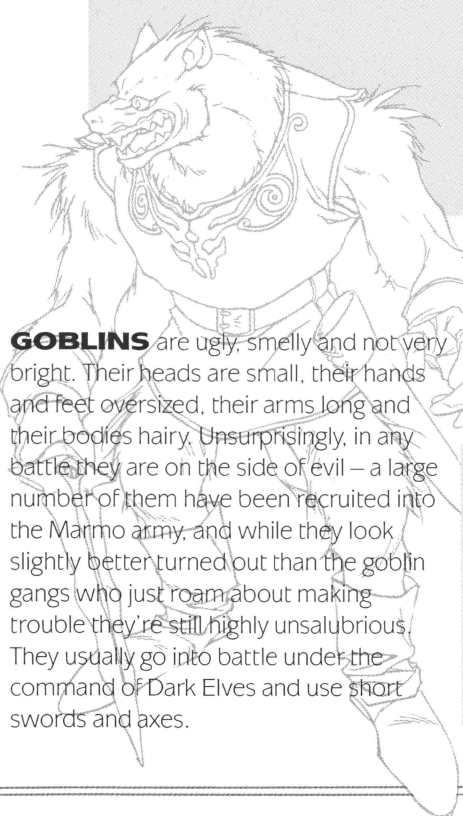
EIBRA the fire-breathing Water Dragon, guardian of the Crystal of Souls which can return a soul to its body after death, lives underwater off the shore of the free city of Raiden.



SHOOTING STAR the Fire Dragon lives in the lava crater of Fire Dragon Mountain between Flaim and Raiden and preys on the people there. He guards the Staff of Control, which lets its owner control any living thing.

MAISEN the Golden Dragon helped King Maisen, whose name he inherited, unify the land of Moss in southwestern Lodoss, and acts as the country's protector. Maisen guards the Staff of Life, which can heal any injury but death itself.

BRAMUD the Ice Dragon, friend of the priestess Neese, lives on White Dragon Mountain in north-eastern Lodoss. He protects the Mirror of Truth, which will answer any question its owner asks.



GOBLINS are ugly, smelly and not very bright. Their heads are small, their hands and feet oversized, their arms long and their bodies hairy. Unsurprisingly, in any battle they are on the side of evil – a large number of them have been recruited into the Marmo army, and while they look slightly better turned out than the goblin gangs who just roam about making trouble they're still highly unsalubrious. They usually go into battle under the command of Dark Elves and use short swords and axes.

◀ **KOBOLDS** form the bulk of the Emperor of Marmo's army; they are wolf-headed soldiers who like to fight like wolves, in packs. Hairier than goblins but not so smelly, they are fast and deadly with either sword or spear.

NOTE: The author wishes to thank these individuals, groups and publications, without whose assistance her understanding and enjoyment of RECORD OF LODOSS WAR would have been greatly diminished: NewType, Anime V, Animag, Protoculture Addicts, Tom Edge and JAFWA, The Lodoss Warriors, and

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OPENING SONG Adesso e Fortuna

Lyrics by ARAI Akino, arr. HAGITA Mitsuo

CLOSING SONG Fantasia of the Wind

Lyrics by ITO Kaoru, arr. HAGITA Mitsuo

Both performed by SHERRY



CAST

PERN KUSAO Takeshi

DEEDLIT TOMA Yumi

GIM SAKAGUCHI Yoshisada

ETO YAMAGUCHI Kappei

SLAYN TANAKA Hideyuki

WOODCHUCK WAKAMOTO Norio

KARLA SAKAHIBARA Yoshiko

FAUN SAKA Osamu

KASHUE IKEDA Hideichi

WORT OKI Tamio

BELD ISHIDA Tairo

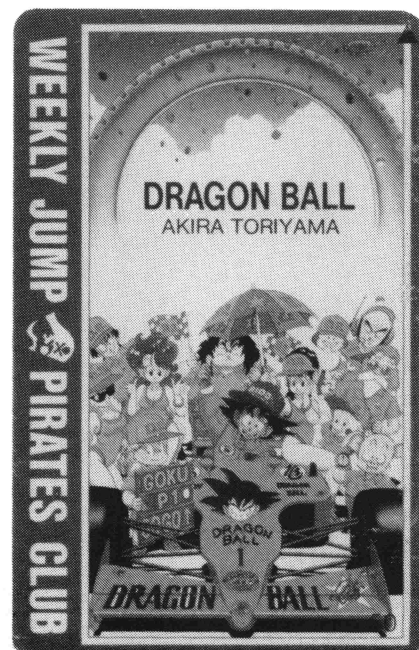
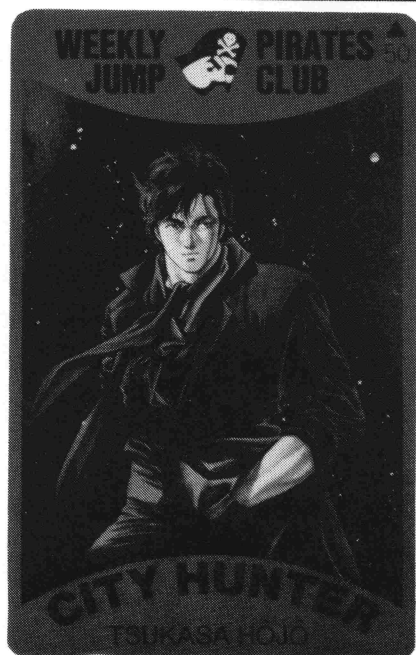
ASHRAM KAMIYA Akira

VAGNARD AONO Takeshi

NEESE MUNAKATA Sakoto

NARRATOR NAGAI Ichiro

Chris Walton, who introduced her to D&D. As with all name translations from Japanese the ones used here cannot be said to be the definitive versions, however they are those that the author prefers and in the case of 'Pern' and 'Deedlit' are actual English spellings as seen in Japanese anime magazines (NewType).



Japan has a passion for vending machines and there's virtually nothing you can't buy on any street corner with a 100 yen coin. Japan doesn't particularly like credit cards, since the thrifty Japanese prefer to pay cash whenever possible. In one area of Japanese life, however, money has been virtually superseded by a plastic rectangle – like over 160 other countries round the world, Japan loves phonecards.

Decorating these basic communications tools with advertising slogans, artwork or scenic photos has become an international tradition and made them one of the fastest-growing collectibles of the last five years. Here in Britain they have received the accolade of being evaluated on **ANTIQUES ROADSHOW**, where a card issued in a limited edition last year was priced at around £400, and are keenly traded at fairs round the country. Foreign cards are also available here and Japanese cards featuring a good range of anime subjects can be found if you're willing to look.

CALLING COLLECT

According to anime fan and card collector **PAUL BUSH**, who kindly lent all the cards pictured here, many dealers are still not aware that there is any special interest in anime cards. Though collectors do specialise in particular kinds of card ("thematic collecting", as distinct from "country collecting" where your aim is to get hold of cards from one country), anime has not so far been identified as a separate collectors' theme, and Paul feels this is better for the collector. If dealers know that lots of people are interested in a particular type of card, naturally the prices for that type of card will tend to rise...

Paul, who is 15 and has been collecting cards for four years, says you can pick up anime cards at fairs or from dealers for between £1 and £2.50, with "shiny" laminate cards going up to £4 and hologram cards to £5, but that you might get lucky and manage to pick up an anime card for as little as 10p by diligently searching through dealers' Japanese stocks at a show. Prices change from day to day depending on the popularity of any given country's issues or new trends. Paul's own collection started with just one Japanese phonecard. A friend of the family, in Japan to compete in the third All-Japan Triathlon in 1987, was given a limited-edition phonecard to commemorate the event, and passed it onto him. He then picked up a copy of the first book on the subject, Dr. Steve

Hiscock's **WORLD OF TELEPHONE CARDS** (1988). He was hooked and immediately started hunting for UK cards, but his anime card finds didn't come till much later. Meanwhile, Dr. Hiscock's book had highlighted a major trend and the publication in 1990 by Stanley Gibbons (renowned as stamp dealers) of his second book created a huge market and sent prices rocketing as dealers saw the potential of the collecting craze.

THE BACKGROUND

Phonecards have been around for much longer than in generally thought – since January 1976, in fact – and they originated, not in technology-crazy Japan or the USA, but in Italy, Belgium, France and the UK followed the Italians' lead, though using different systems, and in 1981 there were about eight countries issuing phonecards. By 1988, when **WORLD OF TELEPHONE CARDS** was published, this had grown to around 60 countries, and by 1990 to 105. Japan came into the phonecard field in 1979, but the USA is only just beginning to use phonecards. There are literally tens of thousands of different cards produced worldwide and new designs come onto the market every week. Some, like the card mentioned above on the **ANTIQUES ROADSHOW**, are promotional gifts – in this case for a **GENESIS** album; some carry straight advertising messages; some commemorate special events and some are purely personal. Anyone can have a phonecard issued to their own design in a limited edition – providing they can pay for it, of course!

CONNECTING WITH YOUR CARDS

So you want to collect anime phonecards – where do you go? Well, if time is a lot more important to you than money you could see if **FORBIDDEN PLANET**, 70 New Oxford Street, London W1, have any in stock – they currently charge around £4.99 when they have any available. Another shop which sometimes has cards is **TWILIGHT ZONE**, 36 Bell Road, Hounslow, Paul's local sf shop; ask for Anis Ahmed. tel 081-570 2399. Or you could go to a dealer; though bear in mind Paul's comments above – tell a dealer you collect anime and the price will rise, whereas if it's just "that's a nice card, if the price was right I might take it but maybe not..." – well, you get the picture! To find a dealer, join one of the phonecard clubs or hang out at a phonecard fair. Paul gets some of his Japanese cards from **ERIC ELIAS**, tel 081-349 1610.

CLUBS & TRUMPS

Telecom run a club for collectors, imaginatively titled the **BT PHONECARD COLLECTORS' CLUB**; membership is free and they provide news of all new British issues from BT. Call 0800 838775 for details.

Wider in scope is a bi-monthly journal edited by Dr. Steve Hiscock, called **INTERNATIONAL TELEPHONE CARDS** and published by World Telephone Card Publications, PO Box 777, Colchester CO3 3LQ. Annual subscription is currently £14.30 but write for latest details.

Dr. Hiscock is also working on an all-new telephone card catalogue, the first volume of which (on British Isles phonecards) should be out later this year and which will eventually cover the phonecards of the world – details from the same address.

NADIA PHONE HOME



the wonderful world of the anime phone card.

By Helen McCarthy

FAIR DEALING

Phonecard fairs take place at numerous venues throughout the UK. Look for ads in your local press. Regular events are run at the Variety Artists Club, 20 Bedford Street, Covent Garden, London WC1 – as we go to press the next dates are 13th February, 20th March, 24th April and 19th June. Paul Bush comments that the shows are very crowded and "if having smoke blown in your face for an hour and a half is your kind of thing, you'll love it!", but it's a good way to make contact with dealers and other collectors.

SPECIAL OFFER!

Finding your way in any new hobby can be very confusing, so Paul has kindly offered to try and answer any queries you might have about phonecard collecting. Write to **PAUL BUSH c/o ANIME UK MAGAZINE** and enclose a stamped, self-addressed envelope and your query; we'll forward all letters enclosing an ssae to Paul, and he will answer as soon as possible.

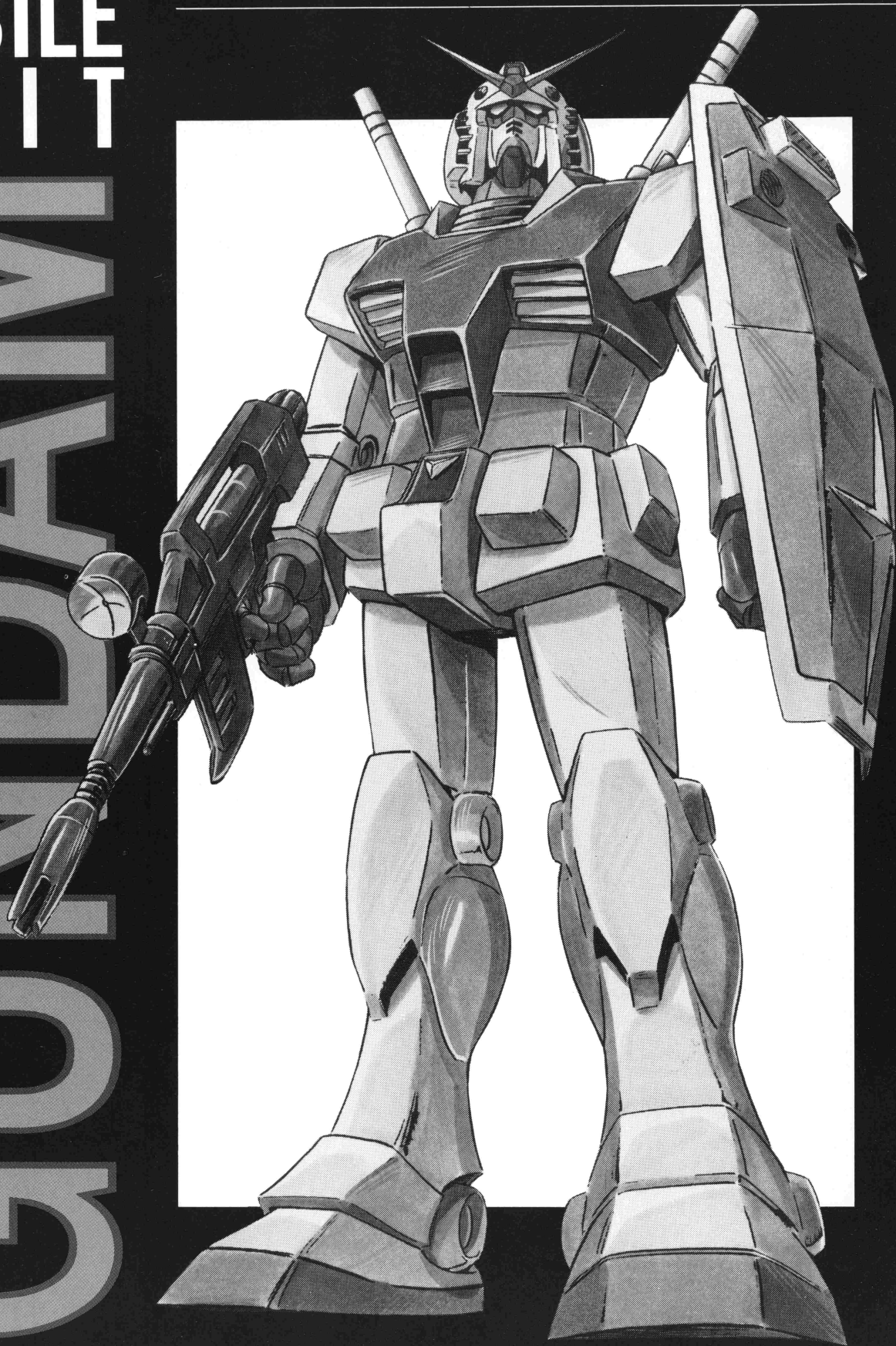


MOBILE
SUIT

GUNDAM

MOBILE SUIT GUNDAM

12



CENTURY

By Dafydd Neal Dyar

PART
2

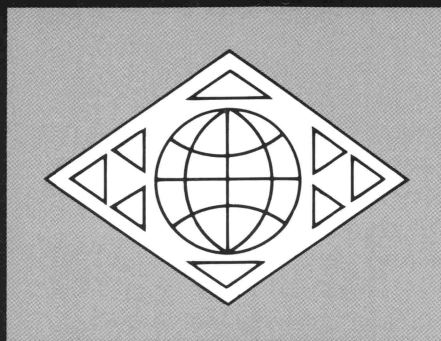
The History Of The
GUNDAM World

The **GUNDAM** world begins with the formation of a worldwide "federal" government. This was originally called just that: the "Federal Government of Earth" or, more simply, the "Federation." Recently, however, a more specific and definitive name has been put forward, in both verbal and written references, with emblems and insignia to back it up: the United Nations of Terra (UNT). The UNT (often pronounced, in an interesting phonetic pun, "Unity") enforced its decrees when necessary through a multi-national military force with land, sea, air and space divisions. Originally called the "Earth Federal Militia" (EFM), it has also undergone a recent revision and is now referred to as the "Spacy" ("Space Army/Navy"). Insignia and logos support these new names. These changes appear to be the result of market pressure and the recent 10th anniversary of the **GUNDAM** saga. The term "Spacy" was borrowed from the **Super Dimensional Fortress Macross** series, which just marked its 10th anniversary as well. Whether this was by way of an homage or a slight, the name change became official in **GUNDAM 0080** and has been carried forward in **GUNDAM 0083**. This is all part of a set of calculated revisions intended to "update" all events prior to the **Z-GUNDAM** series.

In UNT There Is Strength

Unlike the United Nations of today, the UNT was a true world government with sovereign power over all mankind. It remained democratic with no one person actually in control; the General and Deliberative Assemblies held the executive and legislative responsibilities, respectively, of world government. Individual countries were sovereign states within the global Federation. These nation-states were organized into eight regional zones based on the natural divisions of the Terrestrial continents: **North America** (everything north of the Panama Canal and south of the Arctic Circle), **South America** (everything south of Panama), **Europe** (everything west and north of the Caucasus, excluding Scandinavia and the Baltic), **Asia** (everything east of the Caucasus and south of Siberia, including Indonesia and the Philippine Islands), **Africa** (everything south and west of the Caucasus), **Oceania** (Australia, New Zealand and the Pacific Island groups, including Hawaii), **Arctica** (everything north of the Arctic Circle: Siberia, Franz Joseph Land,

Svalbard, Scandinavia, Iceland, Greenland, Nunavut and Alaska) and **Antarctica**. The regional "capitals" were New York City, Rio de Janeiro, Geneva, Tokyo, Nairobi, Sydney, Stockholm and McMurdo, respectively. As the only truly "multinational" region on Earth, Antarctica became the "neutral ground" for settling international disputes, a position once held by Geneva and the Hague. The General Assembly met in Lhasa, Tibet; the Deliberative Assembly in Dakar, Senegal. The flag of the UNT is an orb **azure**, representing the Earth, within a diamond **or**, representing the cardinal points of the compass, on a field **gris**, a neutral color representing the "neutral" objectivity and impartiality of the UNT government. Eight triangular points, one each at the top and bottom apex of the diamond and three forming an equilateral triangle pointing left and right, represent the eight regional divisions of the UNT government in their relative geographic positions. (On the whole, it bears a striking resemblance to the contemporary Brazilian flag. The resemblance is all the more striking given the amount of action that takes place in and around the subterranean fortress of Diablo, nestled in artificial caverns under the rain forests of the Amazon River basin, which was the general headquarters of the UNT Spacy until UC 0087.)



The emblem of the UNT Spacy is a four-pointed star **or**, representing both the star of Destiny and the cardinal points of the compass, above an upturned crescent **or**, representing the sunrise on Terra as seen from the orbiting star, on a field **sable**, representing the void of space. The crescent is almost always stylized into a pointed "V" shape which, when combined with the star, gives the appearance of a naval anchor. This harks back to **Space Cruiser Yamato** and is probably intentional. (The star-and-crescent formal emblem of the UNT Spacy is clearly shown in a black-and-white photo on the front page of the

Mobile SUIT GUNDAM Century: Chronology of the GUNDAM World

The chronology or "timeline" of the **GUNDAM** world has been presented repeatedly in a number of different publications over the years since the saga began, revised and updated as necessary to cover each of the various storylines. Contradictions have also arisen, the inevitable result of so many different writers working independently. This chronology is a synthesis of several such timelines, both official and fanish, as follows: **ZZ-GUNDAM**, Part 2 (Animedia, 1987), **GUNDAM World Timeline** (Marg Baskin, 1988), **Model Graphix Magazine** (April 1988), **MS Era: 0001-0080** (Bandai, 1989), **GUNDAM 0800: War In The Pocket, Part 2** (B-Club Visual Comic, 1989) and **Mobile SUIT GUNDAM Timeline A1** (Don Gallagher, Mark Schumann et alia [spiff@cats.ucsc.edu], last revised November 1991; downloaded by Young Su, 16 July 1992). As with the discrepancies between the **GUNDAM** novels, **anime** and **manga**, I have resolved any contradictory information in favor of the version which was cited most often or which sounded most credible, whichever seemed to fit best.

Since the **GUNDAM** world is a forward projection of our own, I have also included actual historical events relevant to the more commonly given canonical ones, in order to provide a sense of continuity and historical perspective. The "**GUNDAM** century" is thus incorporated in three centuries worth of actual chronology.

- 1772** – J. L. Lagrange theorizes the five libration points in the Terra-Luna orbital system, designated L1 through L5.
- 1869** – Edward Everett Hale proposes habitable artificial satellite.
- 1873** – Lagrange's theories confirmed by the discovery of Trojan asteroids in Jupiter orbit.
- 1878-1879** – Jules Verne and Kurt Lasswitz popularize concept of space travel and orbital space habitats.
- 1895-1905** – Konstantin Tsiolkovsky presents scientifically valid designs for orbital space habitats.
- 1928** – H.P. Noordung proposes construction of orbital "space station" in GEO.
- 1942.10.03** – Wernher Von Braun launches V-2 rocket bomb, first ballistic space flight.
- 1945.07.16** – First nuclear weapon tested at Trinity.
- 1952.03.22** – Wernher Von Braun popularizes concept of manned orbital space station.
- 1954.01.21** – Submarine USS **Nautilus** launched, first nuclear-powered vessel.
- 1957.10.04** – Soviet Sputnik-1 launched into NEO, first manmade satellite in space.
- 1960.09.24** – Aircraft Carrier USS **Enterprise** launched, first nuclear-powered surface vessel.
- 1961** – Arthur C. Clarke proposes orbital habitats in the Lagrange points.
- 1961.04.12** – Soviet cosmonaut Yuri A. Gagarin launched into NEO on Vostok-1, first man in space.
- 1963** – Dandridge Cole proposes methodology for creating orbital space habitats from nearby asteroids.
- 1963.06.14** – Soviet cosmonaut Valentina V. Tereshkova launched into NEO on Vostok-6, first woman in space.
- 1969.07.20** – American astronauts Neil Armstrong and Edwin Aldrin land Apollo-11 LEM, first men on Luna.
- 1973.07.31** – Henry Gray patents closed-type cylindrical space colony design ("Vivarium").
- 1975.07.17** – American Apollo-18 docks with Soviet Soyuz-19 in NEO, first cooperative venture in space.
- 1977-1978** – Professor G. K. O'Neill popularizes his open-type cylindrical space colony design with publication of **High Frontier**. L-5 Society founded.
- 1977.03-13** – Roll out of American STS prototype **Enterprise** at Cape Canaveral, first commercial spacecraft.
- 1977.08.12** – First free flight of American STS prototype **Enterprise** at Edwards AFB.
- 1982.04.12** – American STS **Columbia** launched into NEO, first containerized cargo vessel in space.
- 1990.10.03** – Soviet-American Cold War ends with reunification of Berlin, East and West Germany.
- 1991.06.12** – Communist rule ends, Soviet Union disbanded with election of president of Russia.
- 1991.09.26** – Biosphere-2 begins two-year closure experiment, first manmade autonomous ecosystem.
- 1992-1999** – European Economic Community evolves into United States of Europe. Asian and African nations combine into Greater Asian Co-Prosperity Sphere and Pan-African Union. UN takes active role in world affairs, deploys global peacekeeping force.
- 1997** – Eurasian-American SBS-1 built in GEO, first Solar Battery Satellite.
- 1999.09.09** – The Great Disaster: Microwave energy broadcast by SBS-13 goes astray and damages the ecosystem.
- 1999.10.24** – United Nations Of Terra (UNT) established as the global "Federal" government. The UNT General Assembly meets in Lhasa, Tibet; UNT Deliberative Assembly in Dakar, Senegal, McMurdo, Antarctica, becomes "neutral ground" for settling disputes.
- 2000.01.01** – UNT announces its Space Colonization Project.
- 2001** – Space Stations 1 through 5 build in NEO, Lunar bases built in Cayley, Clavius and Copernicus; Lunar titanium mining complex in Tycho. Newtype characteristics begin to emerge.
- 2045-0001** – **Universal Century** (UC) begins. Construction of SIDE 1 Bunch-1 (Shangri-La) in L5, UNT Spacy and Colony Management Corporation established. BASIC English, Universal Monetary System, Universal Personal Code database and CARD system adopted. Total human population exceeds 9 billion.
- 0009** – Zion Zum Deacon and Anton Flanagan born.
- 0015** – Simba Raoul and Makajara Khan born.

Libot Times at the end of the sixth episode of **GUNDAM 0080**. Just to the left of the UNT Spacy emblem is a flag bearing a schematic diagram of an open-type space colony. It's not clear whether this is the flag of the Libot colony, the Riah government of SIDE 6, the collective SIDEs of L5 or the space colonies in general. It's the only instance of either emblem to date in the canon.) All of the UNT Spacy badges and patches use the stylized "V" device, which is echoed in the GUNDAM-series Mobile SUITS' sensor antennae, and both the four-pointed star, sometimes stretched vertically into a cruciform shape, and the "V" device appear separately in various UNT Spacy insignia.

Spaceward The Wagons

The year in which the UNT was formed and the events leading up to its formation are never clearly revealed, although there are hints of an ecological disaster in the late 1990s and the establishing of a world government in 1999.

(At the time that the original **Mobile SUIT GUNDAM** was written, this was twenty years in the future. As with the **Star Trek** saga, no one involved with **GUNDAM** expected it to last so long as to be contradicted by actual historical events.) One of the first tenets of the new government was that the Earth had been seriously damaged by and in need of respite from humanity's unbridled technological civilization. Population was increasing and resources diminishing at a catastrophic rate. The only viable long-term solution was for a significant percentage of mankind to move off the planet while it regenerated itself. Only those who could contribute to that renewal would be allowed to remain as caretakers, directing all their effort at the unlikely-sounding task of "terraforming" Terra.

Construction of the first colony began with SIDE 1 in L5 in AD 2045, the first year of a new era: the **Universal Century**. The Colony Management Corporation was established to oversee the administration of the new space colonies and the colonization and regeneration plans proceeded apace. Most of the first colonists were non-voluntary, forcibly relocated **en masse** by the UNT Spacy. Entire communities were transplanted into space and their Terrestrial homes plowed under in a strange reversal of the industrial expansion of the previous two centuries.

By UC 0040, about 40% of the eleven

billion human population (i.e., about five billion people) were living in space and Terra was becoming a fresh-aired green garden for those fortunate (or influential enough, as the new government was already beginning to show signs of corruption and political favoritism) to remain there. By UC 0050, 80% of humanity (nine billion people) lived in the space colonies. During this time, Juno was moved into L3 to become Luna-2 and most of the SIDEs were built, using the closed-type design.

The Earth Is A Harsh Mistress

Despite the fact that almost half of the population was already living in space, a philosophy called "Earthism" or "Urism" (from the prefix **Ur-** denoting a point of origin) arose circa UC 0040. Earthism, as the name suggests, held that Terra was the only true home for mankind and that humanity was not meant to live anywhere else. In direct reaction to Earthism, "SIDEism" held that Terra was exhausted and that mankind had to leave her to conserve her. Hostility began to grow. In UC 0045, Zion Zum Deacon espoused a new philosophy called "Colonyism" that struck a balance between Earthism and SIDEism. Colonyism held that Terra was the birthplace of mankind and the wellspring of its strength, but that it was humanity's manifest destiny to spread out into the universe and seed the stars. Noting the rise in verifiable psychic abilities that had been appearing almost everywhere since the beginning of the Universal Century, Deacon theorized that a "Newtype" human was evolving in concert with the colonization of space to fulfill this destiny.

Deacon's ideas sparked a fierce reaction. Most of the SIDEists came over to his way of thinking, but the Earthists were both outraged and terrified by the implication that they were somehow obsolete. Their anger and fear was directed mainly at the Newtype, but spilled over to any who espoused the Colonyist view. The backlash was violent, with ugly racist overtones.

By UC 0052, Deacon himself was affected by the violent rejection of his ideas. Colonyism gave way to "Contra-Earthism" or "Contra-Urism" and held that Terra had her usefulness. Those who opposed the colonization of space were atavisms who would inevitably be obviated by the natural law of evolution. Only those who embraced the future could expect to live in it. Practicing what he preached, Deacon and his followers voluntarily moved to

SIDE 3 and established a colony dedicated to summoning the future as he saw it.

In UC 0060, the UNT Spacy began the "Year 60 Project" to strengthen its forces. Luna-2 became the first self-sufficient extraterrestrial military installation; a spaceborne fortress.

In UC 0062, almost ten years to the day that the Zion colony was founded, the "People's Space Republic" declared independence from the "decadent" UNT government. Zion Zum Deacon formed the "People's Defense Guard" and was elected chairman of the new Republican government. The UNT Spacy, inhibited from reclaiming the former colony militarily by a combination of world opinion and the fanaticism of the PDG, blockaded and imposed economic sanctions on all of the colonies in SIDE 3. The plan backfired when the entire SIDE



went over to join the newly-formed Republic.

Storm Clouds On The Event Horizon

Militarism began to increase on both sides. Deacon turned increasingly to his political advisor, Dagan Zavi, who counseled a harder line. Then came the "Black Year" of UC 0068: Deacon unexpectedly died and Zavi assumed control of SIDE 3, declaring it the "Archduchy of Zion" and himself Archduke. In the chaos that followed, Zavi's second son Cicero was assassinated and his eldest son Glenn led a purge of the ruling party worthy of Hitler or Stalin. The Zion Archduchy, named for a man of peace, was a fascist state dedicated to "progress" through terrorism and war.

The flag of the Zion Archduchy is a cross **sable** over **blanc** on a field **gules**, surmounted by the distinctive Zion sigil (the Zavi family crest?) **sable** on a roundel **blanc**.

(On the whole, it bears a striking resemblance to the battle flags of Nazi Germany. This, too, seems far from coincidental.)

Simba Raoul, Deacon's closest true friend, spirited Deacon's two children away to North America, where he raised them himself under an assumed name. Caspar Lem and Artesia Som Deacon became Edouard and Sera(phina?) Maas. A Newtype himself, Raoul saw the great potential in the boy and raised him with but one thought: Caspar would someday avenge himself against the entire Zavi dynasty. Artesia, too young to remember her father, was brought up in relative ignorance of her true lineage. Simba Raoul's own son Lambda sided with the Zavis and rose to power in their regime, despite the initial disgrace engendered by Simba's "treason" against the New Order. This was only the first of many such internecine conflicts in the **GUNDAM** world.

The UNT was alarmed by the Zion revolution but had troubles of its own. It had neither the resources or manpower to reclaim SIDE 3 and Zion's increasing militarism went virtually unopposed. The UNT began the "Year 70 Project" to replace the resources lost by SIDE 3's secession and build up its spaceborne military in anticipation of an inevitable war. A second wave of space colony construction was initiated in the remaining SIDEs using the newer and more

attractive open-type design, beginning with SIDE 7.

Meanwhile, the new Zion Archduchy consolidated and expanded its military power and political influence. Glenn Zavi began to preach a new doctrine, based on Deacon's Contra-Earthism but with an even more hateful twist. The long-foretold Newtype was indeed the next step in human evolution, the forerunner of a new human race that would displace the old. Zion embodied the Newtype and would lead **Homo sapiens celestis** to its destiny in the stars.

In UC 0074, Edouard Maas left home over the tearful protests of his younger sister Sera and infiltrated Zion under yet another identity: Char Asnavour. Char distinguished himself at the Zion Military Academy, taking second place at the graduation ceremony in UC 0077. First place went to his classmate, Garma Zavi, the youngest son of Zion's Archduke. Char befriended Garma to get close to his enemies, but slowly began to genuinely admire him.

That same year, Sera Maas emigrated to SIDE 7, where she studied space colony maintenance until she was conscripted by the UNT Spacy as a communications specialist. The stage was now set for tragedies of Shakespearean proportions, as enemies developed close friendships and siblings became mortal enemies.

The One-Year War

By UC 0077, Zion had battle-tested its fledgling Mobile SUITS in the Earthist/Contra-Earthist civil war it had helped instigate in SIDE 6. Later that year, it annexed Luna and established a puppet regime in Von Braun that answered to the Zion military commander in Granada. In the forefront of both battles was Char Asnavour, who had earned himself the nickname "Red Comet" for his red Mobile SUIT and awesome speed in combat. Realizing that it was both outgunned and outnumbered in the space-warfare arena, the UNT Spacy withdrew to its newly-built fortress in Luna-2 and the nearby colonies of SIDE 7 to regroup and develop a comparable Mobile SUIT of its own. "Project V" was headed by Doctor Tim Rei, who had moved to SIDE 7 with his 15-year-old Newtype son Amuro after separating from his pacifist wife Kamaria over the issue of his ongoing military research.

On 3 January 0079, Zion declared war on the UNT with a sneak attack on SIDEs 1, 2 and 4. "Operation British" would become the Pearl Harbor of the conflict, as Zion

0017 – Dagan Sod Zavi born.
0023 – Jamitov Hyman born.
0029 – Brachs Fowler born.
0034 – Lambda Raoul born.
0035-0045 – Asteroid Juno moved to L3 and renamed Luna-2. SIDE 2 built in L4, SIDE 3 in L2, SIDE 4 in L5, SIDE 5 in L1 and SIDE 6 in L4 using Gray design. Hydro-Skeleton augmentation system introduced.
0040 – 40% of the population (5 billion) lives in space.
Earthism (Urisim), ideology that Terra is the only true home for mankind and humanity was not meant to live anywhere else, begins to grow. SIDEism, the view that Terra is exhausted and mankind must leave her to conserve her, spreads in reaction to Earthism. Aguilar Delaz born.
0044 – Glenn Zavi born.
0045 – Zion Zum Deacon espouses Colonyism (synthesis of Earthism and SIDEism).
0047 – Cicero Zavi and South Burning born.
0050 – Human population reaches 11 billion, with 80% (9 billion) living in space. Basque Ohm born.
0051 – Dodger Zavi and Hamon [Raoul] born.
0052 – Zion Zum Deacon begins to preach Contra-Earthism (Contra-Urisim), radical form of Colonyism that mandates space colonization, and establishes space colony in SIDE 3 (L2). Tosh Cray born.
0053 – Franklin Vidan and Adenauer Pariah born.
0054 – Kytheria Zavi and Meitza Ronah born.
0055 – Matilda Ajane and Mars Couvet born.
0056 – Zina [Zavi] and Heineken Bochner born.
0057 – Yazan Goebel and Hilda [Vidan] born.
0058 – Zion Zum Deacon's colony forms a stable republic and spreads its influence to all of SIDE 3 (L2). Cameron Bloom, Hannibal Gato and Cima Graf born.
0059 – Caspar Lem Deacon and Garma Zavi born.
0060 – UNT Spacy begins "Year 60 Project" to modernize its forces. Luna-2 militarized and expanded into a space fortress. Bright Noah, Bernard Wiseman, Christina Mackenzie and Kelly Layzner born.
0061 – Mirai Yashima, Kai Shiden and Ryu Hosei born.
0062 – Zion Zum Deacon declares his colony a "People's Space Republic" independent of UNT. He creates "People's Defense Guard" to defend new Republic and is elected Chairman. Artesia Som Deacon, Nina Purpleton and Paptimus Scirocco born.
0063 – UNT imposes economic sanctions on the People's Space Republic. All of SIDE 3 (L2) unites with Republic in protest. Amuro Rei, Hyato Kobayashi, Emma Sheen, Chuck Keith and Maula Bashit born.
0064 – LeCoeur London and Kou Uraki born.
0065 – Professor Y. T. Minovsky develops new system of theoretical physics called "Minovsky physics". Frau Beau and Lyra Myra Lyle born.
0066.07.02 – Chara Soon born.
0066.12.10 – Emily Ounce born.
0067 – UNT Spacy enforces embargo against SIDE 3 (L2). Haman Khan, Astonage Medusa, Larkin D'Acheron and Chan Agi born.
0068 – Zion Zum Deacon dies mysteriously (possibly by assassination) and is succeeded as Chairman by Dagan Zavi. Alfred Izuruha and Masai Ngeba born.
0069 – Minovsky physics is confirmed by discovery of predicted "Minovsky particles". People's Defense Guard grows into full-scale military force. Jared Mesa, Rosamia Vadim and Moire Pharaoh born.
0069.08.15 – Dagan Zavi declares SIDE 3 to be "Zion Archduchy" and himself Duke. His second son, Cicero, is assassinated and his eldest son, Glenn, leads a purge of Zion Deacon's supporters. Deacon's orphaned children, Caspar and Artesia, escape to Terra in the care of Simba Raoul and his wife.
0070 – Murasame Psychic Institute births first genetic-engineered artificial Newtypes, only one (dubbed Number Four Murasame) is viable. Fa Urey, Johnny Ridden, Kara Sault and Lejeune Schneider born.
0070.03 – Zion Air Kommand learn to jam electromagnetic communications with Minovsky particle broadcast ("Minovsky Effect").
0070.05 – UNT Spacy develops "Mega-Particle Beam" ordinance.
0070.09 – UNT Spacy begins "Year 70 Project" to increase UNT presence in space. **Salamis** and **Magellan** class space battleships commissioned, new round of construction using O'Neill design in all SIDEs (L1, L4 & L5) except SIDE 3 (L2).
0070.09.17 – Roux Louka born.
0070.10.29 – Maximal Ciro born.
0070.12 – Construction of SIDE 7 begins in L3, Luna-2 orbit adjusted to compensate. Camille Vidan born.
0071 – Zion Air Kommand develops "Minovsky-Type Power Plant" (portable fusion reactor) and begins developing new mobile weapon, based on Hydro-Skeleton, using principles of Minovsky physics. Katsu Howin, Graemie Toto and Quess Pariah born.
0072 – Mirai Yashima's family emigrates top SIDE 2 (L4). Rasara and Sarasa Moon born.
0073 – First new Zion mobile weapon completed. "Mobile Space Utility Instrument, Tactical" (Mobile SUIT) MS-01 is fully anthropomorphic and ten times as large as Hydro-Skeleton. Retsu Ko Huan, Sarah and Sidra Zabiarov born.
0073.02.21 – Beecher Oleg born.
0073.04.05 – Eno Abbav born.
0073.06.09 – Mondo Akage born.
0074 – UNT deploys MG-74 "Depag" Mobile Gun-Carrier Edouard Maas (Casper Lem Deacon) infiltrates Zion and enrolls in Zion Military Academy as "Char Asnavour". Mobile SUIT prototypes MS-02, MS-03 and MS-04 completed. MS-04 prototype is first to have small, internal Minovsky-type power plant.
0074.01.12 – Elle Viann born.

attacked with nuclear, biological and chemical (NBC) weapons. Entire space colonies were destroyed simply by injecting "GG" nerve gas into them. Whether by accident or design, one of the space colonies was forced out of orbit and set on a collision course with the UNT Spacy GHQ at Diablo. Whether it simply missed or was deflected, it crashed into Sydney, Australia, instead. The resulting 600-megaton impact created a semicircular sea over 500 kilometers across, the largest manmade landmark on Earth. Nearly a billion people had been killed by the end of this first battle. The Riah government of SIDE 6 declared itself neutral, a position apparently accepted without contention by both sides. In his **GUNDAM** novels, Tomino states that this is because Rank Kyprodon, the prime minister of the Riah government, was actually a puppet of Zion, put in place to give Zion an "impartial" forum from which to present their views after they'd won the war. This is directly contradicted by the situations and by-play in **GUNDAM 0080**, where Riah is clearly playing both sides against each other. If the Riah government had indeed been in Zion control prior to the war, it came into its own toward the end. Whatever the political situation in SIDE 6 might have been, it succeeded in remaining strictly neutral throughout what

would become known as the One Year War. Both sides made extensive use of the neutral territory within SIDE 6, establishing espionage networks and various "pacific" facilities, including R&R sites for their spaceborne troops. One facility in particular, the Zion-backed Flanagan Agency, would play a key role in the days to come. Its charter was to find and develop Newtype talents and, just a few weeks before Operation British, Anton Flanagan had welcomed his most promising find, a young Tibetan girl named Lalar Sun, to the Agency's GHQ in the Baldur Bay colony.

Two weeks after Operation British, Zion won its first major victory over the UNT Spacy with the Battle of Raum, the largest space battle in history. Char Asnavour distinguished himself here with the single-handed destruction of five UNT space battleships. When it was over, Zion had captured the UNT's famous General Reville and added SIDE 5 to its list of conquests.

By this time, 3.5 billion people – a third of the total human population – were dead and the rest were in a state of terrified shock. A peace conference was hurriedly convened in Antarctica, resulting in a treaty which banned any further use of NBC weapons and guaranteed safe-passage for transport ships carrying civilians or vital supplies.



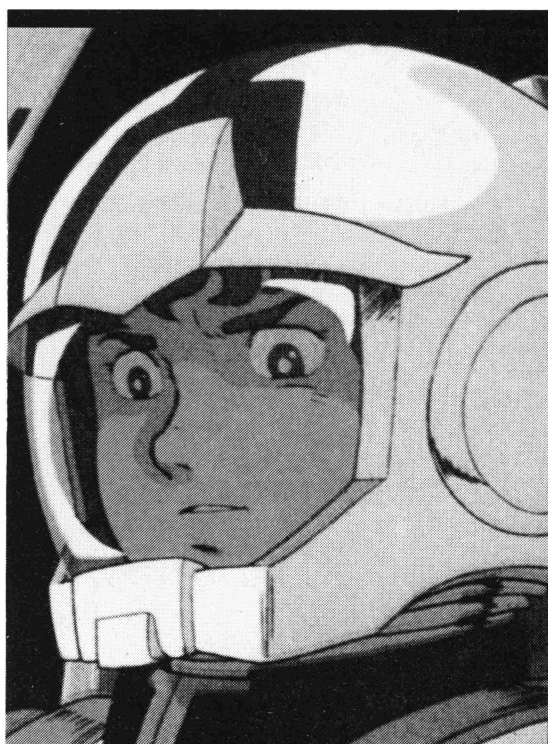
CHAR ASNAVOUR

Zion now occupied Luna and all of the SIDEs except neutral SIDE 6 and the antipodal UNT outposts in Luna-2 and SIDE 7. Zion lost no time in occupying large sections of the Americas, Europe and Asia through the use of new "atmospheric" Mobile SUITS (MS-06 through MS-09 and MSM-01 through MSM-08) dropped like paratroops by LST transports, but nearly exhausted itself in the process. A stalemate of sorts ensued, with both sides effectively paralyzed. It was at this time that the UNT's new **Pegasus-class Mobile SUIT Carrier White Base** arrived at SIDE 7 to pick up the RX-78 GUNDAM prototype. The RX-75 Gun-Tank and RX-77 Gun-Cannon were already on board. The Zion attack on SIDE 7 led by Char Asnavour might have decided the outcome of the war then and there, but it only succeeded in killing Tim Rei and forcing his young son Amuro to take the controls of the GUNDAM in a desperate counterattack.

The saga of **Mobile SUIT GUNDAM** had just begun.

Hell In The Ecliptic

Volumes have already been written about the interactions of the lives of Amuro Rei, Char Asnavour and Lalar Sun. Their story is one of the threads of continuity that connect the chapters of the **GUNDAM** saga like beads on a string. The conflict



AMURO REI



HISTORY/TIMELINE



begun in UC 0079 wasn't resolved until UC 0093 and might even be eternal. The Mobile SUIT arms race escalated and the weapon evolved. Garma Zavi was killed in an attack on White Base set up for him by his classmate and friend, Char Asnavour. Archduke Dagan Zavi lost his desire for conquest with the death of Garma and became a figurehead for his ambitious elder son Glenn. Lambda Raoul died avenging Garma, struck down by the former pacifist Amuro Rei. The Zion army of occupation was slowly pushed back into space. Lalar Sun piloted the first Mobile Armor built specifically for a Newtype and was killed while interceding between Char and Amuro. Dodger Zavi, Dagan's third son and the only one to have any children of his own, was killed in the Battle of Solomon. Glenn Zavi commandeered an entire space colony and converted it into the Zion ultimate weapon: a gigantic solar-powered laser cannon. The Colony Laser's first target was a peace conference between his father, the Archduke Dagan Zavi, and the provisional UNT leader, General Reville. The Colony Laser disintegrated them both, along with 60% of the remaining UNT Spacy fleet. Glenn Zavi was promptly executed for treason by his sister Kytheria, the last adult survivor member of the Zavi dynasty, who assumed the throne of Zion, until she herself was assassinated by Char

Asnavour, who then escaped. The UNT Spacy captured A Beau Coup and began attacking Zion itself. Seeing how things were going, Dodger's executive officer Aguilar Delaz gathered A Beau Coup's best fighters together and abandoned the fortress even as it fell. The "Delaz **Flotte**" (from the German word for "fleet") ran away, that they might live to fight another day. Minerva Zavi, Dodger's orphaned infant daughter, was spirited away from Zion by a loyal Zavi retainer named Makajara Khan, who secretly led the remnants of the Zion Archduchy elite into exile aboard the mobile asteroid Axis. They were joined enroute by Char Asnavour, who made his way to Axis by way of Granada following the assassination of Kytheria. His vengeance on the Zavis was a secret known only to himself and his sister, so he was still lauded or despised, depending upon which faction in which his name was mentioned, as a Zion war hero or criminal. Toward the end of the One Year War, **nothing** was sacred. Libot space colony in neutral SIDE 6 became the site of a private little war between the UNT Spacy's G-4 Test Squadron, which was secretly developing a Newtype-specific version of the **GUNDAM**, and the Zion Air Kommand's "Cyclops" Commando Team, assigned to capture or destroy the RX-78 NT-1 at any cost.

The story of **Mobile SUIT GUNDAM 0080** had just begun.

This "War In The Pocket" came to resemble the One Year War in microcosm. A young man and woman who might otherwise have fallen in love and been wed instead unknowingly faced one another in mortal combat, where a young boy who'd come to see them as substitute parents watched in horror as one killed the other. The man and the woman were both doing what they felt was right and trying to minimize the bloodshed on both sides. The boy was just being a boy, caught up in the War fever and growing up much too soon. This little tragedy, lost in the din of the greater conflict, is all the more poignant for that very reason. The War spared no one, Earthnoid or Spacenoid. Everyone who survived it was touched in some way by someone who had not.

History Repeats Itself

UC 0080 was a sad time for all concerned. Only half of the people who had celebrated New Year's Day in UC 0079

0074.10.10 – Jude Ashita born.

0075 – Kikka Kikamoto and Gynnet Gauss born.

0075.05 – Modified MS-04 becomes first battle-worthy Mobile SUIT prototype, designated MS-05 "ZAK" (from initials of Zion Air Kommand).

0075.07 – First **Musai**-class space battleship commissioned. UNT Spacy begins development of its own "ground unit": Mobile SUIT, designed for use on Terra.

0076 – Leslie Arno born.

0076.12 – Zion begins development of ground unit and marine Mobile SUITS, designed for use on Terra, as it prepares for inevitable confrontation with UNT.

0077.06 – Char Asnavour and Garma Zavi graduate from Zion Military Academy. First use of Mobile SUIT in combat, as Zion MS-05 ZAK squadron intervenes in SIDE 6 (L4) civil war instigated by Zion agents. Riah government inaugurated in SIDE 6. Flanagan Agency established in Baldur Bay (SIDE 6).

0077.07 – Zion annexes Luna, reinforcing its claims with fleet of **Musai** space battleships. Lunar base Granada built in Tsiolkovsky on Farside.

0077.08 – RX-75 GunTank prototype completed using Mobile SUIT design data acquired by UNT spies.

0077.09 – Sera Maas (Artesia Som Deacon) emigrates to SIDE 7 (L3) under Colony Management Corporation "work-study" educational program.

0078 – Lalar Sun discovered and recruited by Flanagan Agency "talent" scouts. Caruso [Ronah] born.

0078.01 – MS-06 ZAK-II completed and production begun. All MS-05 ZAKs replaced by ZAK-II, which becomes Zion workhorses MS (3,111 built within next two years).

0078.03.03 – Leina Ashita born.

0078.03.08 – Flanagan Agency clones artificial Newtype "Life Prototypes" Elpy (LP) Pru and Pru-2.

0078.05 – General emigration to SIDE 7 (L3) begun, although construction not completely finished. Zion Air Kommand completes transatmospheric Mobile SUITS for use on Terra, ground units MS-07 through MS-09 and marine units MSM-01 through MSM-08.

0078.10 – Zion announces general military mobilization. Glenn Zavi appointed Chief of Staff, Dodger Zavi as Chief of Space Operations and Kytheria Zavi as Chief of Ground Operations. Dodger and Zina wed.

0079 – Zion colony Mahal in SIDE 3 (L2) evacuated and converted into Colony Laser. Monica [Arno] born.

0079.01.03 – **One Year War** – **UNT Spacy vs Zion Air Kommand**

0079.12.31 – **(Mobile SUIT GUNDAM)**

0079.01.03 – Zion Archduchy declares war on UNT simultaneously with coordinated surprise attacks on SIDEs 1, 2 and 4 (L4 and L5). Operation British: Falling space colony steered toward UNT Spacy GHQ Diablo, crashes on Sydney instead. Terrestrial targets attacked with NBC weapons. Millions killed first week, 5.5 billion (half of human population will die within next year).

0079.01.10 – Widespread climatic changes follow destruction of Sydney, surpassing Great Disaster of 1999. Zion MS invade Terra in vast numbers.

0079.01.11 – Riah government declares SIDE 6 (L4) neutral, signs treaties with UNT and Zion governments.

0079.01.15 – Raum Campaign: Largest space battle in history over SIDE 2 (L4) and SIDE 5 (L1). Char Asnavour destroys five UNT ships in red ZAK-II, earns "Red Comet" nickname. General Reville of UNT Spacy captured. Lambda Raoul rescues Hamon from Raum, she refuses to leave his side thereafter. This one battle results in 3.5 billion deaths.

0079.01.26 – UNT-Zion Peace Conference convenes at McMurdo.

0079.01.31 – Antarctica Treaty prohibits further use of NBC weapons, establishes safe passage for civilians and vital supplies. General Reville exchanged for Zion POWs, makes "Zion soldier" speech.

0079.02 – Zion controls North and Central America, Europe and Asia. War potential exhausted on both sides. Garma Zavi appointed head of Occupation Forces. Lambda Raoul of Special Forces, Mars Couvet of Earth Resource Mining Operations.

0079.02.13 – Project V: UNT begins MS development program in SIDE 7 (L3). Tim Rei moves to SIDE 7 with son Amuro, estranged wife Kamaria stays on Terra. Sera Maas and coworkers conscripted by UNT Spacy.

0079.03 – Zion posts MS-06 ZAK-II Variations (Desert, EWAC, Marine, Minelayer, etc.) to combat zone, speeding production with captured UNT factories. New MS development escalates on both sides. UNT Spacy begins new fortifications in Luna-2.

0079.04 – Zion completes space fortress asteroid A Beau Coup in L3 as final line of defense.

0079.05 – Zion completes space fortress asteroids Solomon (L5), Axis (L4) and Pezun (L1) as garrison posts to oversee their space colonial conquests. UNT completes RX-77 GunCannon prototype.

0079.07 – UNT develops beam rifle and beam saber. Zion posts MS-07 Goff ground units to combat zones. Zion mass-produces MS-09 Dom, first MS with fusion-powered hover system (800 will be built). Zion plans mass-production of all MS ground units.

0079.08 – Zion begins development of Mobile Armor: UNT completes prototype **Pegasus**-class MS carrier MSC-01

White Base. RX-75 GunTank and RX-77 GunCannon prototypes transported to SIDE 7 (L3) for final testing. UNT completes RX-78 GUNDAM prototype.

0079.09.02 – Minerva Zavi born.

0079.09.03 – **White Base** leaves Luna-2 on shakedown cruise to SIDE 7 (L3).

0079.09.05 – **White Base** docks at SIDE 7 (L3). Zion battalion led by Char Asnavour attacks SIDE 7. Amuro Rei appropriates RX-78 GUNDAM. Katsu, Retsu and Kikka

History Repeats Itself

UC 0080 was a sad time for all concerned. Only half of the people who had celebrated New Year's Day in UC 0079 had survived the intervening year, a death toll of 5.5 billion. In effect, every other man, woman and child was dead. Humanity had been decimated five times over in an unparalleled Holocaust. The Granada Treaty that officially ended the One Year War was signed on 1 January 0080. It called for the decommissioning of the Colony Laser, banned any further development of laser-type weapons, reaffirmed the ban on NBC weapons, established a Zion Republic in SIDE 3 with jurisdiction over the asteroid fortress of Luna-2 and granted autonomy to Luna and all of the other space colonies. Garcia Vajaro signed the Treaty on behalf of Zion and became the first premiere of the fledgling Zion Republic. The UNT Spacy occupied the erstwhile Zion military installations, confiscated whatever ordnance and military hardware had survived and established patrols throughout cislunar space. The divisions between Earthnoid and Spacenoid widened and tensions remained high on both sides. Too many people had died, too much had been lost and there were too many reminders of things best forgotten to allow the old hostilities to be set aside. The wounds that wouldn't heal slowly festered and grew. Although outwardly quiet, the post-War world was inwardly a powderkeg of bad feeling, just waiting for a spark to set it off.

That spark came on 15 October 0083. The **Pegasus**-class Mobile Suit Carrier **Albion** transported two new GUNDAM Prototype (GP) Test Units from the Anaheim Electronics foundry in Von Braun to a UNT Spacy training range in the Eastern Highlands of New South Wales, Australia. They were a new design: the "Heavy Weapon & Armor Type" ("HEWAT") Mobile SUIT, the first innovation in MS design since the War. One, the RX-78 GP02, was equipped with a nuclear missile launcher in contravention of both the Antarctica and Granada Treaties. Hannibal Gato, a Zion pilot nicknamed "Nightmare of Solomon" and second only to the "Red Comet" in fighting skill, now led the Mobile SUIT arm of the Delaz Flotte. Infiltrating the UNT Spacy base with the help of the Delaz agent in the Anaheim Electronics engineering team, Gato hijacked the nuclear-capable GUNDAM while his team launched a

devastating diversionary attack.

● The story of **Mobile SUIT GUNDAM 0083** had just begun.

Gato escaped to a Zion revenant base in Africa and thence into space, all the while pursued by the **Albion** and the other GUNDAM Prototype, now piloted by a promising young cadet named Kou Uraki. For the first time, it was **GUNDAM versus GUNDAM**.

Delaz had a plan. "Operation Stardust" would avenge the Zion Archduchy with the UNT Spacy's own perfidious weapon. After announcing themselves via laser broadcast, the Delaz Flotte made a number of diversionary terrorist attacks in space and on Luna before Gato attacked their true target. The Naval Review, the first gathering of the UNT Spacy fleet since the disastrous peace conference destroyed by Glenn Zavi's Colony Laser, convened at Konpei Island (nee Solomon) on 15 November 0083.

Gato was waiting for them and took out almost the entire fleet with the GUNDAM's nuclear missile. Meanwhile, a space colony being towed from one SIDE to another. The explosion, whether by design or accident, deflected the colony onto a collision course with Von Braun. The UNT Spacy fleet that might have stopped it was in ruins; the Delaz Flotte was disinclined to help and a million lives hung in the balance. Uraki's GUNDAM Prototype had been destroyed at Konpei Island, but Nina Purpleton (who had designed the HEWATs) had a third GP under construction in Von Braun. The race was on and the two most powerful GUNDAMs ever built would soon face each other to decide the outcome. History was about to repeat itself, with Gato and Uraki in the roles of Char and Amuro.

The Legacy Of Hatred

The threat of the Delaz Flotte and, by implication, a Zion revival galvanized all of humanity. The UNT Spacy, already an army of occupation in all but name, became even more repressive. On Terra, a new philosophy called "Gaeaism" was gaining ground. A radical form of Earthism, Gaeaism held that "Mother Earth" (Gaea) was a semi-sentient living organism on which humans lived in symbiosis. Mankind was not meant to live anywhere else. The Newtype was Nature's response to the desertion of Gaea by her children, a corporeal manifestation of the bond between them.

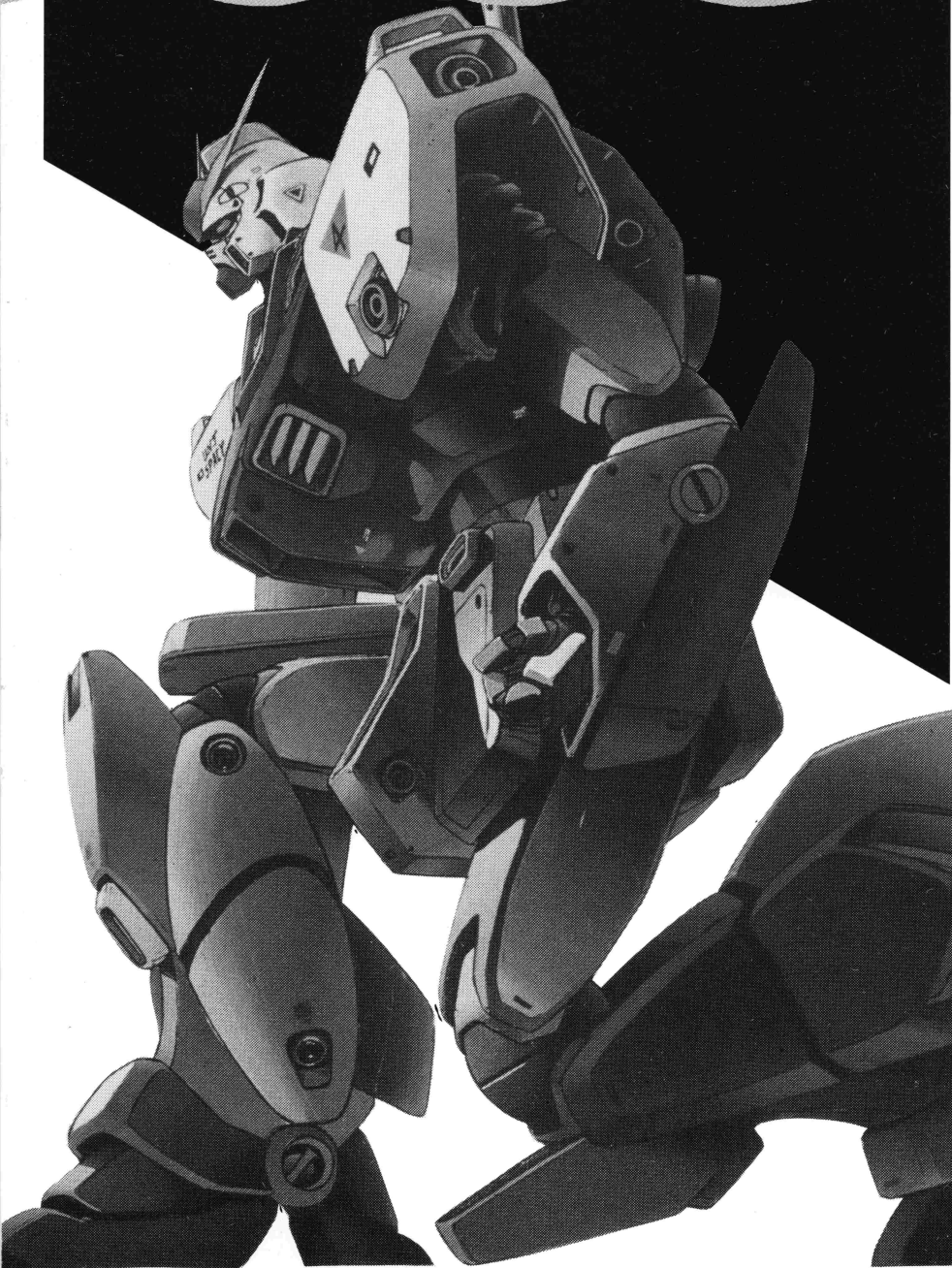
In short, Gaeaism was to Earthism what Contra-Earthism had been to Colonyism: the extremist, hardline version. It proved quite popular, though, and by UC 0085 the Earthist UNT Government (EUG) led by Assemblyman Jamitov Hyman was firmly in power.

The instrument of the EUG's power was the UNT Special Peace-keeping Force known as the Titans. Named for the mythological sons of Gaea, they were the self-appointed guardians of Terra. The already repressive occupation of the space colonies took on the aspect of a deliberate program of Spacenoid genocide.

Two factions came together in opposition to the EUG. The first came from within the UNT itself. On 31 July 0085, the New Texas space colony in Bunch-30 of SIDE 5 held an anti-EUG rally. The local Titans force, outnumbered and overwhelmed, called for assistance. Titans commander Colonel Basque Ohm deemed it a full-scale rebellion and ordered his forces to flood New Texas with "GGG" nerve gas, killing all 35-million inhabitants. Brachs Fowler, a UNT General Assemblyman already opposed to the EUG's policies, was horrified by the atrocity and founded the Anti-EUG Organization (AEUGO) to put a stop to it. He was supported by a mysterious young man who called himself Quattro Virginia, AKA Caspar Lem Deacon AKA Edward Maas AKA Char Asnavour. Meanwhile, the erstwhile crew of **White Base**, dispersed after the War, began to correspond more and more frequently. Someone began referring to the network of old friends as "The Club" and the name stuck. The Club agreed that the EUG in general and the Titans in particular were not the kind of world they had fought to preserve. A skirmish between members of The Club and the Titans in Alaska on 10 January 0087, the details of which are still unknown, provoked The Club into active guerrilla warfare against the Titans and their EUG proponents. Amuro Rei and Sera Maas were, of course, both charter members of The Club. In SIDE 7, where the original GUNDAM had been built, the Titans were developing three prototypes of the RX-178 GUNDAM Mark-II. It was designed by Franklin and Hilda Vidan, whose work had brought them together and now threatened to tear them apart. Their teenage son Camille, who chafed under his feminine name and longed to prove himself, was a champion Junior Mobile SUIT pilot and designer who often ran afoul of the Titans.



GUNDAM 0083



orphaned. Char and Sera Maas recognise each other. Captain Paolo wounded. **White Base** evacuates SIDE 7 under command of Bright Noah. RX-78 GUNDAM repaired and modified enroute.

0079.09.07 – Battle of Luna-2: Zion neutralizes UNT's latest remaining outpost in space.

0079.09.09 – **White Base** descends to Central America. RX-78-2 GUNDAM-II makes first successful MS atmospheric re-entry. Captain Paolo dead on arrival.

0079.09.19 – Garma Zabi killed in action.

0079.09.21 – Glenn Zabi makes speech at Garma Zabi's funeral vowing retribution, escalation of war on Terra.

0079.09.23 – Lambda Raoul's MS division encounters **White Base**.

0079.09.27 – Lambda Raoul killed in action.

0079.09.29 – Hamon Raoul and Ryu Hasei killed in action.

0079.10 – **White Base** joins Matilda Ajane's 129th Mechanized Division. Zion mass-produces first MS-14 Gelgoog (300 will be built), posts MS-09 Dom ground unit and MS-09R Rick-Dom to combat zones and develops beam rifle. Flanagan Agency develops Psycho-Communicator (Psychom) system and Newtype power enhancement techniques. **White Base** arrives at UNT Spacy GHQ in Diabolo. RX-78-3 GUNDAM-III, first MS with magnetic coating, completed.

0079.11.05 – Operation Odessa: UNT counter-offensive regains control of Zion-held European industrial areas. Matilda Ajane killed in action.

0079.11.10 – Zion posts MA-05 Big-Ro Mobile Armor to combat zones and completes MA-08 Big-Zam prototype.

0079.11.16 – Zion completes two MAN-03 Brawb-Ro prototypes.

0079.11.20 – UNT posts RGM-79 GM to combat zones.

0079.11.26 – African front opens. Amuro Rei finds Kamaria Rei in Zion-patrolled Sahara refugee camp.

0079.11.29 – Battle of Diabolo: Zion fails attempt to destroy main MS factory in UNT Spacy GHQ.

0079.12.01 – Franklin and Hilda Vidan complete first "linear seat" NS cockpit.

0079.12.04 – **White Base** returns to space as 13th Autonomous Mobile Suit Squadron.

0079.12.06-0080.01.14 – **War In The Pocket** – **G-4 Test Unit vs Cyclops Team (Mobile Suit GUNDAM 0080)**

0079.12.06 – RX-78-3 GUNDAM-III delivered to **White Base** in preparation for Operation Star-1. Development of RX-78 NT-1 GUNDAM-IV prototype (custom-built for Amuro Rei) begins.

0079.12.08 – Zion posts MS-14 Gelgoog to combat zone.

0079.12.09 – "Cyclops" Zion commando team fails mission to capture or destroy RX-78 NT-1 GUNDAM-IV at UNT base in Alaska. G-4 Test Squadron escapes with GUNDAM-IV prototype in STS. Andy Strauss killed in action.

0079.12.12 – RX-78 NT-1 GUNDAM-IV delivered to Libot in SIDE 6 (L4). Alfred Izuruha records arrival on video. Cyclops Team returns to Granada.

0079.12.13 – **White Base** docks at Baldur Bay in SIDE 6 (L4). Amuro Rei meets Lalar Sun and Char Asnavour, finds brain-damaged Tim Rei living as derelict. Bernard Wiseman shot down in MS-06 ZAK-II during raid on Libot in SIDE 6 (L4). Bernard Wiseman meets Alfred Izuruha, finds video of RX-78 NT-1 GUNDAM-IV and escapes to Granada.

0079.12.14 – Bernard Wiseman reassigned to Cyclops Commando Team, infiltrates Libot in SIDE 6 (L4) with newly completed MS-18E Kamfer prototype. Christine Mackenzie moves back in with her parents, cover for her true mission as G-4 Test Pilot.

0079.12.15 – UNT begins mop-up of Zion forces in North America and Africa. Dagan Zabi and General Reville agree to peace conference at New Texas in SIDE 5 (L1). **White Base** docks at New Texas. Sera Mass finds Char Asnavour, Mars Couvet killed in action. **White Base** head toward Solomon.

0079.12.16 – Zion MAN-08 Elmet prototype completed. Alfred Izuruha spots Bernard Wiseman, blackmails Cyclops Team into letting him "join" them.

0079.12.17 – Bernard Wiseman meets Christine Mackenzie while posing as Alfred Izuruha's brother. Al Izuruha locates UNT Spacy HQ in Libot.

0079.12.19 – Lalar Sun killed in action. Zion completes MSN-02 Ziong prototype.

0079.12.20 – Operation Rubicon: Cyclops attacks UNT Spacy in SIDE 6 (L4). UNT RX-78 NT-1 GUNDAM-IV prototype defeats Zion MS-18E Kamfer prototype. Gabriel Ramirez Garcia and Mikhail "Mischa" Kaminsky killed in action. Captain Steiner, mortally wounded, dies shortly thereafter.

0079.12.21 – Zion Commander Killing assassinates Granada base commander and hijacks nuclear missile to destroy SIDE 6 (L4) in contravention of Antarctic Treaty.

0079.12.25 – Zion Commander Killing's **Musai** is intercepted and destroyed by UNT Spacy patrols. UNT RX-78 NT-1 GUNDAM-IV prototype defeats MS-06FZ ZAK-II Panzer. Bernard Wiseman killed in action. Christine Mackenzie wounded. Alfred Izuruha witnesses battle, goes into shock.

0079.12.27 – Battle of Solomon: UNT captures Zion asteroid fortress as staging area for Operation Star-1. Kelly Layzner loses left arm. Hannibal Gato earns "Nightmare of Solomon" nickname. Dodger Zabi killed in action.

0079.12.30 – Colony Laser completed. Glenn Zabi fires Colony Laser at New Texas peace conference in SIDE 5 (L1), killing his father Dagan Zabi along with General Reville and 60% of UNT Spacy fleet. Operation Star-1: UNT invasion of Zion proper.

0079.12.31 – Battle of A Beau Coup: Decisive, final battle of One Year War. Aguilar Delaz escapes with most of his battlegroup. Glenn Zabi executed by Kytheria Zabi for patricide. Kytheria Zabi assassinated by Char Asnavour, who escapes to Axis by way of Granada aboard **Guwa-Jin**-class ship **Asylum**. **White Base** destroyed.

MOBILE SUIT GUNDAM CENTURY

On 1 February 0087, Quattro Virginia led a team of AEUGO Mobile Suits on a mission to infiltrate the Green Noah-1 space colony to gather information on and if possible capture a GUNDAM Mark-II prototype. The mission was reminiscent of the one he'd been on at the outset of the One Year War and, as he approached the colony, he felt a twinge of Newtype recognition that reminded him of Amuro Rei. At that moment, aboard a linear car on Green Noah-1, Camille Vidan felt a strange flash of emotion....

● The story of **Mobile SUIT Z-GUNDAM** had just begun.

Believing A Sign Of Zeta

The chronicle of the civil war that ensued is probably the high water mark of the entire **GUNDAM** saga. The roles assumed in the One Year War were reversed not once, but twice. Heroism and venality were displayed on both sides of any question and the only real villains were those who never questioned anything. The lines were clearly drawn at the beginning, with AEUGO and The Club on one side and the EUG and the Titans on the other. The Titans were clearly evil and would balk at nothing to achieve their ends. Then Paptimus Scirocco joined the Titans and things were not so clear, as Scirocco believed in nothing but himself. People changed sides as never before. Emma Sheen defected to AEUGO after seeing her fellow Titans kill both of Camille's parents; LeCoeur London defected to the Titans for the love of Paptimus Scirocco (which was ultimately denied her); Scirocco swore a blood oath to Jamitov Hyman which he betrayed even as he signed it; Char was forced to choose between AEUGO and the Axis; Haman Khan treated with both the EUG and AEUGO, with the clear understanding that any alliance would be one of convenience.

A turning point was reached when Brachs Fowler was killed by an EUG assassin and bequeathed leadership of AEUGO to his heir apparent, Quattro Virginia. In order to be true to his friend's trust, Quattro revealed himself first as the former Zion warrior Char Asnavour and then as the son of Zion Zum Deacon. His appeal to the UNT Deliberative Assembly in Dakar on 16 November 0087, in which he reiterated his father's original dream of the peaceful expansion of mankind to the stars, marked the beginning of the end for the Titans and their EUG masters. The battles that ensued were worse than anything that had gone before. The Titans



CAMILLE VIDAN



built a new, more powerful Colony Laser and used it to terrorize the entire Ecliptic. They fielded an army of artificial Newtypes with fantastic powers but fragile personalities, always on the edge of madness. They occupied Von Braun and tried to drop a space colony on Granada. They nerve-gassed a two more colonies. Mobile Suits and Armor of terrible size and power were unleashed on unarmed civilians. It all ended with "Operation Maelstrom," in which AEUGO and Axis double-teamed the Titans and captured the Colony Laser.

Heaven Sentinel

Except that it wasn't quite. On 25 January 0088, just a month before Operation Maelstrom, the Titans captured the Pezun asteroid base in L1. They refused to acknowledge AEUGO and Pezun became a sanctuary and GHQ for a resurgence of the Titans, who now called themselves the



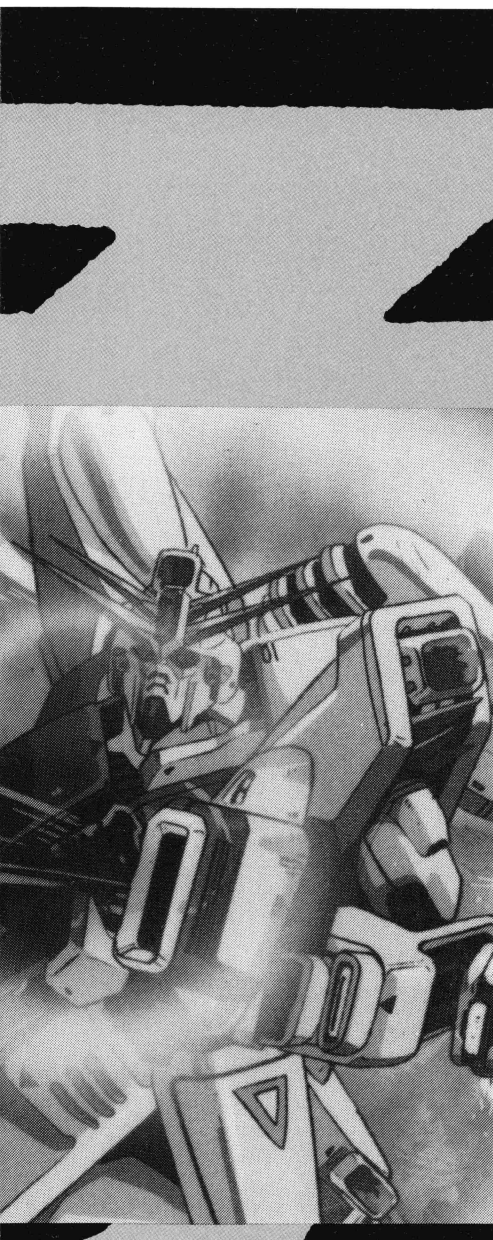
"New Decides." Under the leadership of Tosh Cray, the New Decides vowed to restore the EUG and destroy AEUGO and anyone else who got in their way. Four UNT Special Peacekeeping Forces, codenamed GUNDAM Sentinel Taskforces Alpha through Gamma, were dispatched to Pezun to put down the revolt.

● The story of **Mobile SUIT GUNDAM Sentinel** had just begun.

The Humanity War

AEUGO "won" the civil war, but the victory was fleeting and the cost high. Char Asnavour went missing in action during the final battle of Operation Maelstrom. Camille Vidan succeeded in killing Paptimus Scirocco in single combat, but Scirocco's final burst of Newtype psychic energy left him a catatonic vegetable. Haman Khan, daughter of Makajara Khan,

HISTORY/TIMELINE



had inherited Axis on her father's death and consolidated her power by assuming the mantle of Regent for the 7-year-old Minerva Zavi. She used this lever to force Char Asnavour to her side and condemned him as a traitor when he subsequently sided with AEUGO against her. In the aftermath of Operation Maelstrom, she received the rule of SIDE 3 that she had demanded as the price for her cooperation. On 3 January 0088, she restored the Zion Archduchy under Minerva Zavi and proclaimed herself Regent of Neo Zion.

The story of **Mobile SUIT ZZ-GUNDAM** had just begun. Haman Khan had some serious twitches, not the least of which was her belief that gravity had a detrimental effect on the human psyche. A powerful Newtype, she attributed much of her power to the "beneficial" effects of her long exile in the

asteroids. She characterized the Earthnoids who opposed her as "men whose souls are weighed down by gravity" and came up with a simple remedy for all her troubles: destroy Terra and its disruptive gravity well. She began by dropping a dead space colony, of which there now seemed to be a surplus, on Dublin by way of declaring war and launched an invasion of the planet and the non-aligned SIDES. It was **deja vu** all over again. This time, it was a young Newtype from the Shangri-La colony in SIDE 7 named Jude Ashita who arose to become humanity's champion as the pilot of the MSZ-010 ZZ-GUNDAM. And humanity's champion he would literally be, for Haman Khan's ultimate goal was nothing less than the extermination of all "Oldtype" Earthnoids: the War Against Humanity. Another year of war ensued, giving rise to bigger and more powerful Mobile SUITS controlled by ever more powerful Newtypes. Both Neo-Zion and the new UNT Spacy had ransacked the Titans R&D facilities for the technology of creating artificial Newtypes and enhancing Newtype abilities in those who already had them. The ante had been raised and called, then raised again. Something had to give. On 17 January 0089, Haman's "super-Newtype" protegee Graemie Toto staged a palace coup that divided Neo Zion just as its opposition was coming together. Jude Ashita defeated them both in single combat near the Core-3 space colony. Minerva Zavi was arrested at her palace by former AEUGO troops. The 7-year-old Minerva expressed delight over her liberation from Haman's demanding regimen of regal state appearances. The last of would-be conquerors had been defeated, in the tried and true tradition, by an innocent youth. Peace had finally come to the **GUNDAM** world.

You Say You Want A Resolution

The hard-won peace lasted all of four years. The former AEUGO space fleet that had opposed Neo Zion was left as the only remaining military force in the Ecliptic. It established a new headquarters in the Londonium colony in SIDE 1, where it became officially known as the London Bell Self-Defense Force. London Bell's charter, like that of the GUNDAM Sentinel before it, was to neutralize any pockets of

0080 – Hyato Kobayashi and Frau Beau marry and adopt "Gang of Three" (Katsu, Retsu and Kikka). Bright Noah marries Mirai Yashima. Hathaway Noah born. LeCoeur London joins Contra-Earthist guerrillas. Anton Flanagan dies. Flanagan Agency renamed Newtype Research Institute. Qum [Unknown] born.

0080.01.01 – One Year War officially ends with Granada Treaty. Colony Laser decommissioned. NBC weapons ban made permanent UNT policy. independent Zion Republic established in SIDE 3 (L2). Zion loyalists led by Makajara Khan escape to Axis with Minerva Zavi. Khan assumes command as Zavi's Regent and propels Axis into exile among Trojan asteroids.

0080.01.14 – Riah government declared independent republic by new treaty with UNT. Alfred Izuruha recovers. Christine Mackenzie reassigned to Terra.

0080.02 – Post War readjustment: SIDES begin to rebuild. All Zion military ordnance, installations, space warships are incorporated into UNT Spacy.

0080.09.05 – Memorial reunion of former **White Base** crew on anniversary of its arrival in SIDE 7 (L3). "The Club" is formed.

0081 – RMS-117 Galbaldy-Beta prototype completed, mass-production begins later in year. Construction of Bunch-2 (Grips) in SIDE 7 (L3). UNT Spacy begins mass-production of RMS-106 Hizack (upgraded MS-06 ZAK-II) and construction of new Kilimanjaro GHQ. Axis experiments with AMX-001 Gaza-A and AMX-002 Gaza-B prototypes. Shinta [Unknown] born.

0081.03.29 – RMS-179 GM-II posted, becomes UNT workhorse MS.

0082 – Jamitov Hyman begins promoting extreme form of Earthism called Gaeism. Club opposes Gaeism, promotes Reconciliation. Charming Noah born.

0083 – Theodore Fairchild born.

0083.09 – Axis develops Gundarium Gamma alloy MS armor.

0083.10.01 – UNT Spacy begins Space Colony Relocation Project, "herding" entire space colonies from SIDE 1 (L5) to new orbits in SIDE 3 (L2).

0083.10.15-0083.11.31 – **Stardust War – UNT Spacy vs Delaz Flotte (Mobile SUIT GUNDAM 0083)**

0083.10.15 – MSC-07 **Albion** arrives at UNT Spacy Mobile SUIT Test Base in New Sydney, Australia with two new "GP" GUNDAM prototypes. RX-78 GP02 GUNDAM HEWAT prototype has nuclear missile in contravention of Granada Treaty. Delaz Flotte pilot Hannibal Gato infiltrates base and steals GP02 HEWAT, defeats Kou Uraki in RX-78 GP01 GUNDAM prototype.

0083.10.23 – Battle in Kalahari Desert between **Albion** and Zion renegades. Hannibal Gato escapes with modified RX-78 GP02A GUNDAM HEWAT on salvaged Zion HLV. Makajara Khan dies in exile on Axis.

0083.10.31 – Hannibal Gato and Cima Graf rejoin the Delaz Flotte in ruined space colony GHQ in SIDE 1 (L5). Haman Khan assumes command of Axis refugees and pledges common cause with Delaz Flotte.

0083.11.07 – RX-78 GP01 GUNDAM modified. Full Vernian RX-78 GP01-Fb GUNDAM (Kou Uraki) defeats MAN-07X Grab-Ro (Kelly Layzner) outside Von Braun City. Kelly Layzner killed in action.

0083.11.10 – UNT Spacy patrol encounters Cima fleet between Luna and SIDE 5 (L1). RX-78 GP01-Fb GUNDAM (Kou Uraki) damaged. South Burning killed in action.

0083.11.15 – Operation Stardust: Hannibal Gato fires nuclear missile at UNT Spacy fleet gathered for Naval Review at Konpei Island in L5. RX-78 GP01-Fb GUNDAM and 65% of UNT Spacy fleet destroyed. Relocating space colony sent falling toward Luna.

0083.11.25 – Unfinished RX-78 GP03S GUNDAM prototype activated to intercept wayward space colony falling toward Von Braun. Delaz Flotte defeated.

0080.11.30 – Gaeist majority in UNT General Assembly, led by Jamitov Hyman. Brachs Fowler opposes retributive aspect of proposed government policies.

0083.12.01 – Jamitov Hyman, majority leader of UNT General Assembly, declares Earthist UNT Government (EUG), implements sanctions against space colonies suspected of harbouring Zion/Delaz sympathizers.

0083.12.04 – Hyman's EUG creates special peacekeeping force Titans, led by Basque Ohm, to "neutralize" any remaining Zion revenants.

0084 – Char Asnavour becomes intimate of Haman Khan and Minerva Zavi during exile in Axis.

0084.08.07 – Titans begin secret development of RX-178 GUNDAM Mark-II prototypes in SIDE 7 (L3).

0084.09.21 – Char Asnavour returns as "Quattro Virginia" to meet with various anti-EUG elements.

0085 – Newtype research proliferates worldwide, focusing on development of artificial Newtype "BioSoldier" (ASP) and Psychom technologies. Quattro Virginia saves Brachs Fowler from unknown (EUG?) assassin.

0086.06.12 – Anaheim Electronics begins development of Variable MS And Wave Rider System (VMSAWRS) at Sweetwater in SIDE 2 (L4).

0085.07.31 – Bunch-30 Incident: Titans use GGG nerve gas to quell "rebellion" at New Texas in SIDE 5 (L1) in response to anti-EUG rally. Killing millions of innocent inhabitants. Brachs Fowler forms Anti-EUG Organisation (AEUGO) to oppose Titans, with Quattro Virginia as his lieutenant.

0086 – Titans build RMS-108 Marasai prototype. AEUGO begins secret development of RMS-099 Rick-Dias. Axis begins mass-production of AMX-003 Gaza-C and completes AMX-004 Quebeley.

0087 – LeCoeur London joins AEUGO. Nadia Ronah born.

0087.01.10 – Alaska Incident: Club battles Titans, details unknown. Club declares common cause with AEUGO.

0087.01.16 – Paptimus Scirocco transports asteroid mining ship **Jupiteris** to cislunar space.

Zion, Titan or Neo Zion resistance or terrorism in cislunar space. Although small bands of pirates and lone terrorists equipped with salvaged Mobile SUITS and even small battle cruisers continued to be a threat until UC 0090, London Bell eventually began to degenerate for lack of any real opposition.

On 13 December 0093, a small force of Neo Zion Mobile SUITS appeared near the Sweetwater space colony in SIDE 2. Caspar Lem Deacon, still best known as Char Asnavour, presented his claim to the colonies of SIDE 3 as the legitimate heir of Zion Zum Deacon and declared himself **Fuhrer** (!) of Neo Zion II. He preached a new brand of Contra-Earthism that sounded remarkably like the Glenn Zavi version – Terra is old and tired, space is the place for the race to embrace, the New Order, etc. – and threatened to drop the asteroid 5th Luna on Lhasa, Tibet, to make his point.

● The story of **Mobile SUIT GUNDAM RX-93** had just begun.

Char followed through on his promise and, despite the best efforts of the London Bell, obliterated Lhasa on schedule. His ultimate aim was to bombard Terra with asteroids until another ice age was induced by the accumulated dust clouds: the “nuclear winter” scenario. Like Haman Khan, he seemed to think that he could personally wipe the slate clean and start anew. (There has been considerable debate as to whether Char, too, had gone insane and whether or not this is an occupational hazard among Newtypes of a certain level of psychic power. It was quite common for the powerful artificial Newtypes to have severe mental or emotional problems, seemingly in proportion to their power.) Amuro Rei, the provisional leader of London Bell, made it his personal quest to thwart Char’s plans. Amuro himself is all but thwarted by the short-sightedness and corruption of the UNT officials he serves. Adenauer Pariah is concerned only with his own safety when 5th Luna is hurtling toward Lhasa, then blithely authorizes the sale of the Axis asteroid to Neo Zion II with no regard for Char’s likely use for it.

The final confrontation between Char and Amuro as the Axis asteroid hurtles toward Terra is the resolution of the conflict that began with the death of Lalar Sun fourteen years earlier. Their reconciliation, which results in Neo Zion II joining forces with London Bell to halt the crash of Axis,

is the long-awaited conclusion of the original story. The disintegration of Axis into a glowing Saturn-like ring around Terra seems to say that Amuro and Char have transcended death with their joint action.

A Formula For Success

The **Pax Humana** that resulted from the sacrifice of Amuro and Char lasted thirty years. During that time, the space colonies prospered and three entirely new SIDES were constructed. Many of them, such as Frontier-1 in SIDE 9, used the fusion of the open-type colony with an asteroid base pioneered in UC 0087 by Core-3. By UC 0123, Anaheim Electronics and other corporations no longer developed military Mobile SUIT designs. Instead, the UNT Spacy had established the Strategic Naval Research Institute to do this work, much of which was still done by civilians in SIDE 9. Their contribution was the new “Formula” series GUNDAMs.

But a generation of peace had lulled the UNT Spacy into a false sense of security. Just as the London Bell lost its edge after a mere three years without opposition, the UNT Spacy had grown into a corrupt and bloated bureaucracy. (As evidenced by the willingness of one of its officers to use children as a human shield during an attack by obviously superior Mobile SUITS.) The **GUNDAM** world was ripe for

another would-be empire builder. This time it’s Meitza Ronah, leader of nearby Frontier-3, which he had turned into a military state of “Cosmic Babylon.” His “Crossbone Vanguard” was a elite military force armed with the latest Mobile SUIT technology. Ronah intended to spread his “ideal” state of Cosmic Babylon, with himself as leader, to the “decadent” and less enlightened colonies around it and eventually to Luna, Terra and beyond. He envisioned a glorious dynastic Ronah empire, the likes of which the world had never known. But Ronah’s pride demanded the restoration of his wayward daughter, who’d fled to Frontier-4 under an assumed name ten years before, and his granddaughter, Belle Ronah, before all else. Belle was now Cecily Fairchild and affianced to Seabrook Arno, the son of the Formula-series GUNDAM’s designer and yet another in a long line of Newtype prodigies.

On Thanksgiving Day, 23 November 0123, an elite squadron of the Crossbone Vanguard infiltrated Frontier-4 with the dual mission of “retrieving” Meitza Ronah’s posterity and initiating the first hostilities of a new war of conquest.

● The story of **Mobile SUIT GUNDAM F91** had just begun.

NEXT ISSUE

Mobile Suit GUNDAM Century

— Part 3

Life in the GUNDAM world —
Fiction and fact

3



SEABROOK ARNO



0087.02.05 – AUEGO **Pegasus-II** class MSC **Argama** commissioned.

0087.02.10 – Anaheim Electronics completes MSA-005 Methuss, first VMSAWRS prototype.

0087.02.20 – Titans complete first three RX-178 GUNDAM Mark-II prototypes.

0087.02.25 – AUEGO completes MSN-00100 Type-100 prototype.

0087.02.26-0088.02.22 – UNT Civil War – EUG vs AEUGO (Mobile SUIT Z-GUNDAM)

0087.02.26 – **Argama** leaves Sweetwater in SIDE 2 (L4).

0087.03.02 – First armed conflict between AUEGO and Titans. Quattro Virginia infiltrates SIDE 7 (L3) to spy on Titans. Camille Vidan, arrested after fight with Jared Mesa, escapes with RX-178 GUNDAM Mark-II during AUEGO attack. Hilda Vidan killed by Jared Mesa. Franklin Vidan killed by son Camille, during battles over stolen GUNDAM. Emma Sheen defects from Titans to AUEGO.

0087.03.10 – Camille Vidan and Astonage Medusa complete design of MSZ-006 Z-GUNDAM and transmit data to Anaheim Electronics MS development staff. Lyra Myra Lyle killed in action.

0087.03.22 – Project Z: Anaheim Electronics begins MSZ-006 Z-GUNDAM development at Sweetwater in SIDE 2 (L4).

0087.04.07 – Axis begins journey back to cislunar space.

0087.04.10 – Murasame Psychic Institute completes MRX-009 Psycho-GUNDAM prototype.

0087.04.20 – **Argama** arrives on Luna. Titans refit **Jupitoris** PMX-000 Messala prototype for combat. Scirocco swears personal oath of fealty to Jamitov Hyman.

0087.05.10 – Newtype “recognition” between Camille Vidan and Paptimus Scirocco during PMX-000 Messala hit-and-run attack on **Argama**.

0087.05.11 – AUEGO declares war on EUG with MS Ballute assault on UNT Spacy GHQ at Diabolo. Only skeleton force remains, most already transferred to new Titans HQ at Kilimanjaro. Titans set Diabolo’s nuclear self-destruct system as booby trap, but AUEGO forces rescued by Club in **Garuda**-class transport plane **Audomura** just before Diabolo is destroyed.

0087.05.13 – Titans post NRX-004 Asshimar to combat zones.

0087.05.15 – Titans post ORX-005 Gaptan to combat zones.

0087.05.19 – AUEGO/Club unit in **Audomura** reach New Hong Kong. Amuro Rei joins AUEGO, recognizes Char Asnavour.

0087.06.29 – Titans deploy MRX-009 Psycho-GUNDAM in New Hong Kong. Camille Vidan and Four Murasame resonate.

0087.07.02 – Anaheim Electronics completes MSZ-006 Z-GUNDAM.

0087.07.21 – MSZ-006 Z-GUNDAM delivered to **Argama**.

0087.08 – LeCoeur London infiltrates **Jupitoris** and becomes enchanted by Paptimus Scirocco. Sidra Zabiarov and Moire Pharaoh killed in action.

0087.08.10 – Operation Apollo: Titans invade and occupy Von Braun.

0087.08.13 – AUEGO completes G-Defensor variable starfighter.

0087.08.17 – Titans granted unlimited emergency powers by EUG, giving them control of entire UNT Spacy. Brachs Fowler assassinated, bequeaths AUEGO leadership to Quattro Virginia. EUG refutes Granada Treaty.

0087.08.25 – Titans attempt to drop dead space colony on Lunar base Granada. **Argama** MS team led by Emma Sheen deflects it into uninhabited area.

0087.09.03 – Titans complete PMX-001 Pallas Athena prototype and post RMS-154 Barzam and RX-139 Hambrabi to combat zones. LeCoeur London defects to Titans.

0087.09.07 – Quattro Virginia assumes leadership of AUEGO and returns to **Argama** as Char Asnavour.

0087.09.13 – **Argama** prevents Titans from destroying SIDE 2 Bunch-25 (L4) with GGG nerve gas. Camille Vidan and Emma Sheen battle LeCoeur London.

0087.10.12 – Axis arrives in cislunar space. Titans complete RMS-141 Xek-Eins and RMS-142 Xek-Drei prototypes.

0087.11.01 – AUEGO and Club attack and destroy Titans GHQ at Kilimanjaro. Four Murasame killed in action. Char Asnavour and Amuro Rei reconciled.

0087.11.16 – AUEGO and Club disrupt EUG Deliberative Assembly in Dakar. Char Asnavour reveals true identity as Caspar Lem Deacon and appeals for Reconciliation. EUG and UNT Spacy side with AUEGO after Titans MS squadron ruthlessly attacks the Assembly.

0087.12.25 – Titans complete new, second-generation Colony Laser in SIDE 7 (L3).

0087.12.07 – Titans destroy SIDE 2 Bunch-18 (L4) with Colony Laser.

0087.12.14 – Titans destroy SIDE 2 Bunch-21 (L4) with GGG nerve gas. Over 8 million inhabitants killed.

0088.01.18 – Axis captures Titans stronghold Zedan Gate (L2) and restores original name, A Beau Coup. Haman Khan receives delegations from both Titans and AUEGO and charges Char Asnavour with treason.

0088.01.25-0088.04.25 – Pezun Revolt – Sentinel Taskforce vs New Decides (Mobile SUIT GUNDAM Sentinel)

0088.01.25 – Gaeist revolt at asteroid base Pezun (L1).

0088.01.28 – Pezun (L1) becomes a sanctuary and GHQ for Titans revenants New Decides, led by Tosh Cray.

0088.02.02 – Operation Maelstrom: AUEGO captures Titans Colony Laser.

0088.02.03 – Titans complete PMX-003 The “O” prototype.

0088.02.10 – Axis attempts to destroy Lunar base Granada with asteroid. AUEGO deflects it with Colony Laser.

0088.02.22 – Battle of Grips: Three-way battle by AUEGO, Axis and Titans for control of Colony Laser in SIDE 7 (L3). Titans

fleet destroyed. Heineken Bochner, Jared Mesa, Katsu Kobayashi, LeCoeur London, Emma Sheen and Paptimus Scirocco killed in action; Char Asnavour missing, presumed dead. Camille Vidan catatonic.

0088.02.25 – **Pegasus III** launched toward Pezun (L1) with UNT Sentinel Taskforce to quell New Decides uprising. Fa Urey assumes guardianship of Camille Vidan. Oum and Shinta.

0088.02.92 – First Battle of Pezun: Sentinel Taskforce Gamma fights New Decides forces at Pezun (L1).

0088.03.01-0089.03.15 – Humanity War – UNT Spacy vs Neo Zion (Mobile SUIT Z-GUNDAM)

0088.03.01 – Haman Khan declares Axis capital of Neo Zion, in her capacity as Regent for Crown Princess Minerva Zavi. Neo Zion posts AMX-101 Galluss-J and AMX-006 Gaza-D to combat zones. UNT Spacy flagship **Argama** docks at Shangri-La in SIDE 1 (L5). Yazan Goebel infiltrates Shangri-La, makes contact with Neo Zion agents.

0088.03.03 – Anaheim Electronics completes MSZ-010 ZZ GUNDAM prototype.

0088.03.10 – **Argama** leaves Shangri-La in SIDE 1 (L5).

0088.03.23 – **Argama** docks with **La Vienne Rose**.

0088.04.12 – First use of MSZ-010 ZZ-GUNDAM in combat. Shaken by its power, Neo Zion initiates new round of MS design resulting in AMX-014 Dorven-Wolf, AMX-015 Geymark and AMA-01X Janru-Fin. Yazan Goebel killed in action.

0088.04.19 – Leina Ashita abducted by Neo Zion agents, placed in custody of Graemie Toto. Anaheim Electronics completes MSA-0011 Superior GUNDAM prototype and FA-010B Full Armor ZZ-GUNDAM.

0088.04.25 – Second Battle of Pezun: New Decides defeated by GUNDAM Sentinel Taskforce Gamma at Pezun (L1).

0088.05.07 – **Argama** docks at Moon Moon.

0088.05.21 – **Argama** refitting completed.

0088.07.05 – Jude Ashita infiltrates Axis.

0088.08.02 – Anaheim Electronics delivers second MSN-0100 100-Type to **Argama**.

0088.08.09 – Neo Zion forces descend on Terra, overwhelms UNT, **Argama** counterattacks.

0088.08.29 – Neo Zion captures Dakar, holds UNT Deliberative Assembly hostage.

0088.09.06 – Jude Ashita disrupts Haman Khan’s “V-Day” victory celebration.

0088.09.17 – Masai Ngeba’s African Liberation Army engages Desert Rommel’s forces near Ghardaia, Algeria.

0088.09.22 – UNT completes new MSC **Near Argama**.

0088.09.28 – **Argama** arrives at UNT “shadow” GHQ in Dublin.

0088.10.18 – Neo Zion drops space colony on Dublin in attempt to destroy last vestiges of UNT opposition. Pru-2 activated. Camille Vidan begins recovery from psychic shock. Elpy Pru killed in action.

0088.10.27 – First use of **Near Argama** in combat. Neo Zion completes AMX-011 ZAK-III.

0088.10.31 – Neo Zion captures Colony Laser in SIDE 7 (L3).

0088.11.14 – Neo Zion captures asteroid fortress Luna-2 (L3).

0088.11.16 – **Near Argama** docks at Tiger Balm in SIDE 3 (L2).

0088.11.20 – Neo Zion completes NZ-000 Queen-Mantha prototype. Rasara Moon killed in action.

0088.12.25 – Neo Zion schism. Graemie Toto’s forces break with Haman Khan to form separate faction after Haman reveals intent to eliminate “negative influences of gravity” by destroying Terra altogether.

0089 – UNT Spacy completes RGM-89 Jegan, RGM-89R GM-III.

0089.01.16 – Core-3 in SIDE 3 (L2) attached to asteroid Cicero to provide mineral resources for Haman faction. Emily Ounce killed in action.

0089.01.17 – Battle of Axis: Three-way battle between **Near Argama**, Haman faction and Graemie faction. Neo Zion defeated. Minerva Zavi captured. Haman Khan, Graemie Toto, Chara Soon, Maximali Ciro, Larkin D’Acheron and Pru-2 killed in action.

0089.03.15 – Jude and Leina Ashita reunited on **Jupitoris-II**.

0090 – Chaos ensues as various factions vie for control of Zion territories in SIDE 3 (L2). Colony Laser in SIDE 7 (L3) decommissioned. Terrorist pirates roam cislunar space in salvaged or stolen Zion/Titans MS and warships.

0090.03.13 – Terrorist group Colorde led by “Annie” [Unknown] in AMX-003 Gaza-C destroys space colony in SIDE 1 (L5) by puncturing hull with missiles, threatens remaining with same. “Annie” leads AMX-003 Gaza-C and AMX-011 ZAK-III MS squadron based on **Musai**-class space cruiser.

0090.03.31 – Daryl Gantz defends SIDE 2 Bunch-30 (L4) from Colorde terrorists in Monotone MWS-19051G GUNDAM “Work SUIT” prototype. Colorde defeated.

0090.03.21 – London Bell UNT peacekeeping force established at Londonium in SIDE 1 (L5).

0091 – UNT Spacy completes RGZ-91 ReGZ (Refined GUNDAM-Zeta). Nanai Miguel becomes director of Newtype Research Institute in SIDE 6 (L4). NRI begins development of MSN-03 Jagd Doga, MSN-04 Sazabi, AMS-119 Geara Doga and NZ-333 Alpha-Azure.

0092 – Chan Agi discovers Newtype-resonant Gundarium Tau alloy and begins development of PsychoFrame and Fin Funnel systems. Newtype Research Institute completes MSN-03 Jagd Doga and AMS-119 Geara Doga, recruits Guynet Gauss. Anaheim Electronics completes ORX-007 GUNDAM Mark-III prototype.

0092.12.13-0093.03.12 – 90 Day War – London Bell vs Neo Zion II (Mobile SUIT GUNDAM RX-93)

0092.12.13 – Neo Zion revenants led by Char Asnavour arrive

in cislunar space, declare themselves Neo Zion II.

0092.12.22 – Char Asnavour received by Sweetwater in SIDE 2 (L4) with full diplomatic honors as **Fuhrer** of Neo Zion II.

0093 – Newtype Research Institute Zion II completes MSN-04 Sazabi.

0093.02.27 – Char Asnavour begins negotiations with UNT at Sweetwater in SIDE 2 (L4).

0093.03.01 – Adenauer and Quess Pariah usurp seats on STS to Londonium in SIDE 1 (L5) of Mirai and Charming Noah. Hathaway Noah goes on alone.

0093.03.04 – Neo Zion II destroys UNT GHQ in Lhasa, Tibet with asteroid 5th Luna, threaten to initiate “nuclear winter” with further asteroid bombardment.

0093.03.05 – Anaheim Electronics completes RX-93 Nu-GUNDAM prototype.

0093.03.06 – Neo Zion II delegation arrives at Londonium in SIDE 1 (L5). Char Asnavour purchases Axis from UNT representative Adenauer Pariah with gold from Zion Zum Deacon’s personal treasury, over protest of Cameron Bloom.

0093.03.07 – Amuro Rei takes Hathaway Noah and Quess Pariah on tour of Londonium. Amuro Rei fights with Char Asnavour; who escapes with defecting Quess Pariah in RMS-106H Hobby Hizack flown by Guynet Gauss.

0093.03.10 – Newtype Research Institute completes NZ-333 Alpha-Azure prototype. Quess Pariah exhibits vast Newtype power, is recruited as test pilot.

0093.03.12 – Neo Zion II attempts to drop Axis on Terra and initiate another ice age; London Bell attempts to destroy Axis with nuclear missiles. Axis breaks up into orbital ring. Neo Zion II defeated. Amuro Rei, Char Asnavour, Chan Agi, Quess Pariah, Kara Sault, Lejeune Schneider and Guynet Gauss killed in action.

0093.03.13 – Pax Humana: peaceful Renaissance throughout cislunar space.

0097 – Anaheim Electronics completes ORX-010 GUNDAM Mark-IV prototype.

0099 – Zabine Chareux born.

0100 – UNT begins “Year 100 Project” to construct SIDE 8 at L2, SIDE 9 at L1 and SIDE 10 at L3 using Core-3/Cicero composite design. Anaheim Electronics completes RX-99 Xi-GUNDAM/**Penelope** MS/**Salamis**-class space cruiser prototype (Hathaway Noah).

0103 – Meitza Ronah becomes leader of Frontier-3 in SIDE 9 (L1), establishes Cosmic Babylon. Anaheim Electronics completes ORX-013 GUNDAM Mark-V prototype. Annamarie Borgia born.

0105 – Caruso [Ronah] marries Nadia Ronah, adopts Ronah surname as her consort. Leslie and Monica Arno married enroute to Frontier-4 in SIDE 9 (L1).

0106 – Seabrook Arno, Dwight Camry and Dorel Ronah born.

0107 – Belle Ronah and Arthur Jung born.

0110 – Strategic Naval Research Institute founded by Monica Arno in SIDE 9 (L1) to develop F71 G-Cannon Formula 71. Anaheim Electronics completes RGM-109 Heavy Gun.

0112 – Anaheim Electronics completes RGM-111 Hardy Gun.

0113 – Nadia Ronah flees to Frontier-4 with Theodore Fairchild and Belle (now Cecily Fairchild). Caruso Ronah dons “mask of shame” and becomes Iron Mask, taking Nadia’s place as heir apparent of Cosmic Babylon. Lisa Arno born.

0115-0120 – SNRI develops F90-A, D, P, S and V GUNDAM Formula 90 series (Attack-, Defense-, Plunge-, Space- and Variable-Types).

0120 – SNRI develops F90-L GUNDAM Formula 90 L-Type (Linear-Type). Cosmic Babylon begins development of XM-series MS for Crossbone Vanguard.

0123 – SNRI begins development of F91 GUNDAM Formula 91 Prototype.

0123.11.23-0123.12.31 – Frontier Civil War – SNRI vs Crossbone Vanguard (Mobile SUIT GUNDAM F91)

0123.11.23 – Crossbone Vanguard of Cosmic Babylon (Frontier-3) invades neighboring Frontier-4 in SIDE 9 (L1) and abducts Nadia and Belle Ronah (Cecily Fairchild). Seabrook Arno wounded defending Frontier-4 in museum-piece RXR-44 GunTank. Seabrook and Lisa Arno, Dwight Camry and several orphaned children escape from Frontier-4 in colony maintenance pod. Arthur Jung killed in action.

0123.11.24 – Cecily Fairchild honored as Belle Ronah by Cosmic Babylon, meets Zabine Chareux. Frontier-4 space pod rescued by UNT Spacy MSC **Space Ark**, which is in SIDE 9 (L1) on routine training mission, and conscripted to help defend Frontier-1. Theodore Fairchild rewarded for return of Nadia and Belle.

0123.11.25 – F91 GUNDAM Formula 91 activated using cat-cradle pattern taught to Lisa Arno by her mother Monica, synchronized to Seabrook’s brain wave patterns. Crossbone Vanguard occupies Frontier-4, inscribes emblem on hull. Belle Ronah begins training with Zabine Chareux, fully assumes new persona.

0123.11.27 – Seabrook Arno infiltrates Frontier-4 during victory celebration, but is recognized by former acquaintance now collaborating with Cosmic Babylon and forced to flee. Leslie Arno and Theodore Fairchild killed in action. Nadia Fairchild hysterical.

0123.11.30 – Annamarie Borgia defects from Crossbone Vanguard to **Space Ark** in reaction to Zabine Chareux’s attentions to Belle Ronah.

0123.12.07 – First use of F91 GUNDAM in combat. Population of Frontier-1 in SIDE 9 (L1) destroyed by CV robotic “Bug” weapon. Cecily Fairchild shocked out of Belle Ronah persona. **Space Ark** leaves SIDE 9. Annamarie Borgia killed in action.

0123.12.15 – Showdown between Seabrook Arno in F91 GUNDAM and Caruso Ronah in XM-09 Lafressia. Cosmic Babylon defeated. Zabine Chareux escapes with Crossbone Vanguard. Caruso Ronah killed in action.

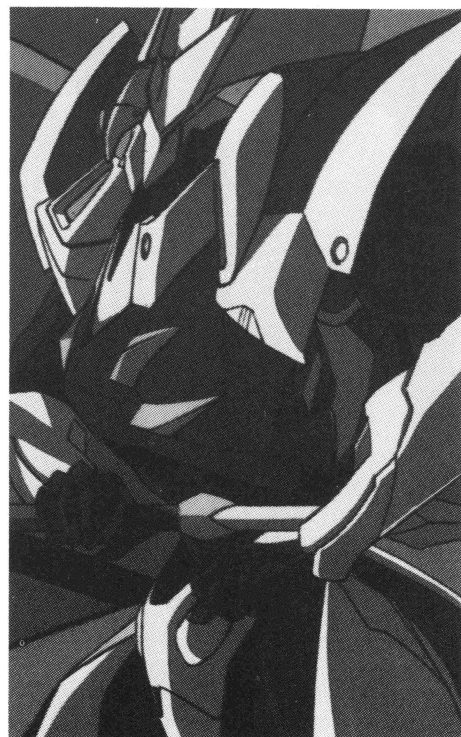
Speed Racer. Battle of the Planets. Robotech.

At one time or another, every Japanese animation fan has been thrilled by a Tatsunoko show, whether in its original Japanese form or its English equivalent. How many of us have wondered whether Speed would ever find his long-lost brother – whom we all suspected to be the mysterious Racer X? Or, whether Jason of G-Force would one day lose his volatile temper completely and deck Mark, their leader?

How many of the newer fans, I wonder, were ushered into the hobby by a trio of shows – **Macross**, **Mospeada**, and **Southern Cross** – packaged for the Western market under the title **Robotech**? Or, upon digging deeper into the genre, being thrilled as Tatsunoko roared out the eighties with **Shurato**, broke our funny bones with **Teyande** (also known as **Samurai Pizza Cats**), and currently is burning up the airwaves with **Tekkaman Blade**?

Tatsunoko Productions celebrates its thirtieth anniversary this February, marking its humble beginnings as a manga production house for *Shonen Magazine*. Within that thirty years, Tatsunoko has produced no less than sixty different TV shows and specials, ranging from the wacky time-travelling escapades of the **Time Bokan** series to the gritty future worlds of **Urashiman** and **Mospeada**; from the action-filled worlds of **Cassharn** and **Zillion** to the family drama of **Hacchi** and **Alpen Rose**.

Not bad for an old war-horse – or should we say *seahorse*?



Tatsunoko Productions 30th Anniversary – TV show list

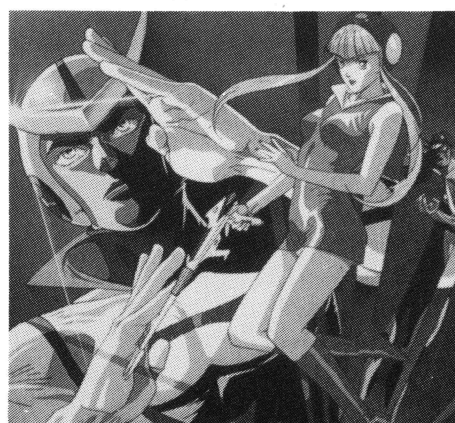
Name	English Title	Air Date	# of eps	Type
Uchu Ace	(none)	5/8/65	52	SF/Action
Maha Go Go Go	Speed Racer	4/2/67	52	Adventure
Araa Guzura Da do	(none)	10/7/67	52	Comedy
Dokachin	(none)	10/2/68	26 (52 stories)	Comedy
Kurenai Sanshiro	(none)	4/2/69	26	Adventure
Hakushun Daima-O	Wonderful Genie Family	10/5/69	52 (104 stories)	Comedy
Konchu Monogatari	(none)	4/7/70	91	Drama
Minashigo Hacchi	(none)	1/1/71	560 (10 min eps)	Comedy
Kabsutan	(none)	4/3/71	26	Drama
Kashi no Ki Mokku	Pinocchio	1/4/72	52	Drama
Kagaku Ninja Tai	Battle of the Planets	10/1/72	105	Action
Gatchaman	(none)	10/5/72	308 (5 min. eps)	Comedy
Kaiketsu Tamagon	(none)	10/2/73	39	Drama

HAPPY BIRTHDAY

Jinzo Ningen	(none)	10/2/73	35	SF/Action
Kyashan	(none)	4/5/74	26	Drama
Shin Konchu Monogatari	(none)	10/4/74	26	Action
Minashigo Hacchi	(none)	7/2/75	26	SF/Action
Hariken Polimar	Techaman: The Space Knight	10/4/75	61	Comedy
Uchu no Kishi	Timefighters	10/3/76	36	Action
Tekkaman	(none)	10/3/76	50	Adventure/Comedy
Time Bokan	(none)	1/1/77	108	Drama
Gowappa-5	(none)	9/18/77	53	Drama
Godamu	(none)	10/1/77	26	Comedy
Poru no Miracle	(none)	10/5/77	21	Action
Daisakusen	(none)	10/1/78	52	Action
Time Bokan Series: Yattaman	(none)	2/3/79	52	Comedy
Ippatsu Yotta-kun	(none)	5/5/79	TV Special	Mystery/Drama
Kazefune Shojo	(none)	10/7/79	48	Action
Tenpuru-chan	(none)	10/9/79	73	SF/Action
Tobidase! Machine	(none)	10/10/79	TV Special	Drama
Tobiryuu (Toei Studios Co-prod.)	(none)			
Kagaku Ninjatai	Battle of the Planets			
Gatchaman II	(none)			
Time Bokan Series: Zendaman	(none)			
Kaito Lupin- 813	(Arsene Lupin: The 813 Mystery			
no Nazo	(w/Herald Enterprises)			
Kagaku Ninjatai	(none)			
Gatchaman F	(none)			
Toshi Gordian	(Daddy Long Legs)			
Ashi Naga Ojisan	(none)			

Mori no Yogi na Shojintachi: Berufi to Rirubitto	(none)	1/7/80	26	Drama
Time Boku Series: Otasukeman	(none)	2/2/80	53	Comedy
Tondemo Senshi Mutaking	(none)	9/7/80	56	Action/Comedy
Kaizo Daisenzō — Ai no 20000 Mairu	(none)	1/3/81	TV Special	Adventure
Time Boku Series: Yattodettaman	(none)	2/7/81	52	Comedy
Gold Lightan	(none)	3/1/81	52	Action
Dash Kappei	(none)	10/4/81	65	Comedy
Anime Shinshi Gekijo	(Bible Tales)	10/9/81	26	Drama
Time Boku Series: Gyakuten Ippatsuman	(none)	2/13/82	58	Comedy
Tondera House no Daiboken	(none)	4/5/82	52	Comedy
Macross	Robotech	10/3/82	36	SF/Action

AY TATSUNOKO



by John T. Carr

Mirai Keisatsu Urashiman	(none)	1/9/83	50	SF/Action
Pasucan Travel Tanteidan	(none)	4/4/83	26	Drama
Time Boku Series Itadakiman	(none)	4/9/83	20	Comedy
Kihei Soseki Mospaeda	Robotech	10/2/83	25	SF/Action
Okawari-Boy Starzan-S	(none)	1/7/84	34	Comedy
Chojikukishidan Southern Cross	Robotech	4/15/84	23	SF/Action
Yoroshiku Mechadoc	(none)	9/1/84	30	Action/Comedy
Hono no Alpen Rose- Judy and Randy	(none)	4/6/85	20	Drama
Showa Aho Sogame Akanuke Ichiban!	(none)	10/7/85	22	Action/Comedy
Hikari no Densetsu Doteraman	(none)	5/3/86	19	Drama
Akai Kodan Zillion	(none)	10/14/86	20	Comedy
Oraa Guzura da to	(none)	4/12/87	31	SF/Action
Tenku Senki Shurato	(none)	10/2/87	44	Comedy
Konchu Monogatari	(none)	4/6/89	40	Action
Minashigo Hacchi	(none)	7/21/89	55	Drama
Time Travel Tondekuman	(none)	10/19/89	39	Fantasy/Comedy
Kyatto Ninden Teyande	Samurai Pizza Cats	2/1/90	49	Comedy
Robin Hood no Daiboken	(Adventures of Robin Hood)	7/29/90	43	Adventure
Tekkaman Blade	(none)	2/18/92	on air	SF/Action

On the List:

The title given under **Name** is a straight romaji reading of the show's title as opposed to a translation — thus, for example, you have **Kagaku Ninjatai Gatchaman** as opposed to Science Ninja Battalion Gatchaman or **Akai Kodan Zillion** instead of Red Lazer Zillion. Under **English title** are the English names for Tatsunoko programs that have been translated and either shown on TV or issued on video (N.B.: this does *not* include OAVs or movies). In the case of shows based on a famous novel, the English title is given in parentheses.

Air Date is the date the first episode aired. Space, unfortunately, doesn't allow for end dates and air times. **# of eps** (number of episodes) is the number of episodes in the show's run. TV specials such as **Kaito Lupin 813 no Nazo** are marked as such.

Type divides the shows into categories: *action, adventure, comedy, drama, fantasy, mystery* and *SF*.

HAPPY 30th BIRTHDAY TO TATSUNOKO THIS MONTH!!! MAY YOUR NEXT 30 YEARS BE EVEN MORE PRODUCTIVE AND SUCCESSFUL!!!



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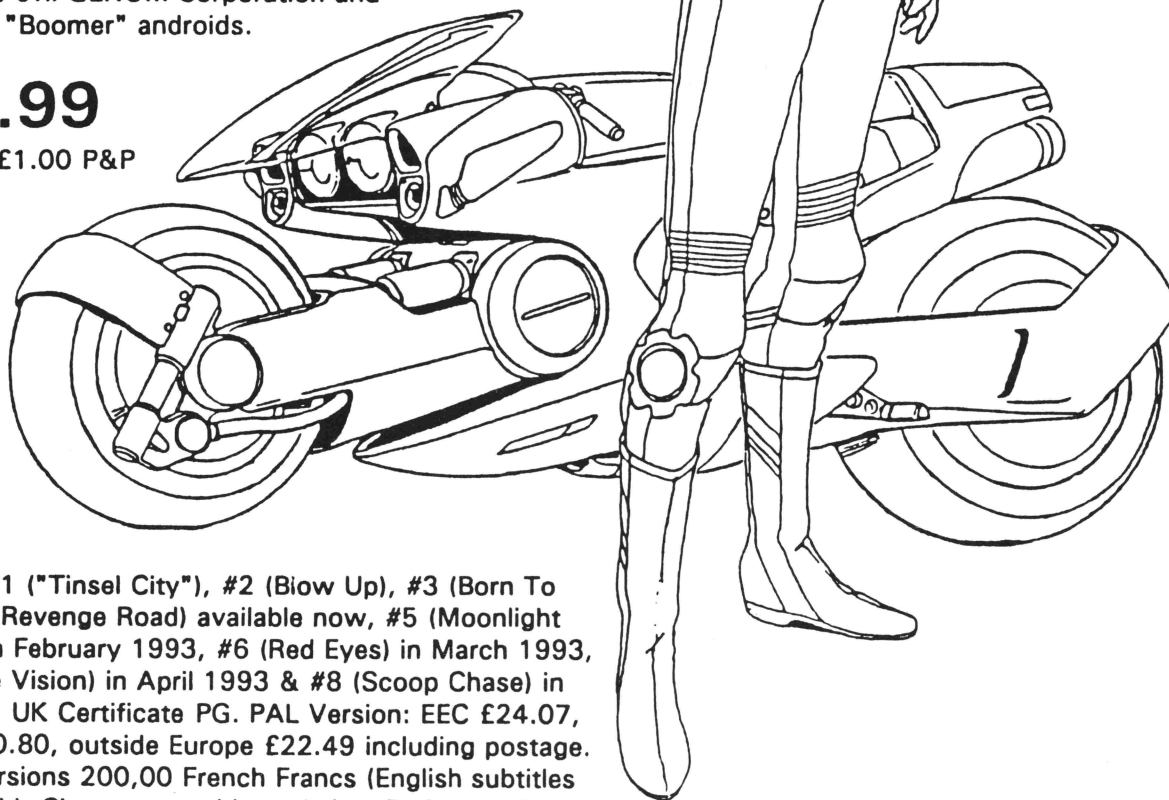
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GAIJIN Japanese for 'foreigner'. You and me, in other words!

GAINAX Anime studio formed in 1989 by a team of young animators, namely HIDEAKI ANNO (NAUSICAA/MEGAZONE 23/DAICON III-IV opening animation), HIROYUKI YAMAGA (DAICON III-IV conceptualist), YOSHIYUKI SADAMOTO (MACROSS/ROBOT CARNIVAL), and producer TOSHIO OKADA. Their debut film, produced in association with BANDAI, was WINGS OF HONNEAMISE (ROYAL SPACE FORCE), and they also produced the anime version of MAMORU NAGANO's NEWTYPE manga series THE FIVE STAR STORIES, in association with SUNRISE.

GALAXY EXPRESS US theatrical feature based on the Japanese anime series GALAXY EXPRESS 999.

GARAGE KITS Model kits, usually produced in limited quantities, by companies ranging in size from the single fan working from his home or garage (hence the name!) to pretty big companies capable of very professionally produced and packaged models. Some of the best known Japanese garage kit companies are KAIYODO, VOLKS, WAVE/LARK, GENERAL PRODUCTS (who even have an American shop!), SCOOP and Bandai's own B-CLUB. The quality of garage kits is equally varied and ranges from excellent to abysmal. Kits are produced in a wide range of materials such as resin, vacuum-formed plastic, white metal and soft vinyl, all of which are cheaper to produce than the usual injection-moulded styrene

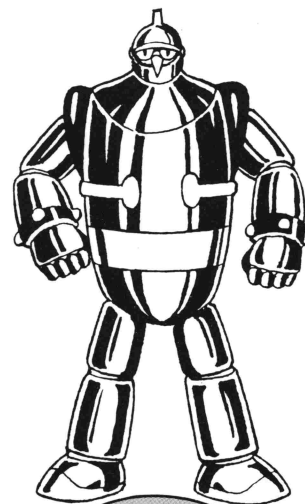
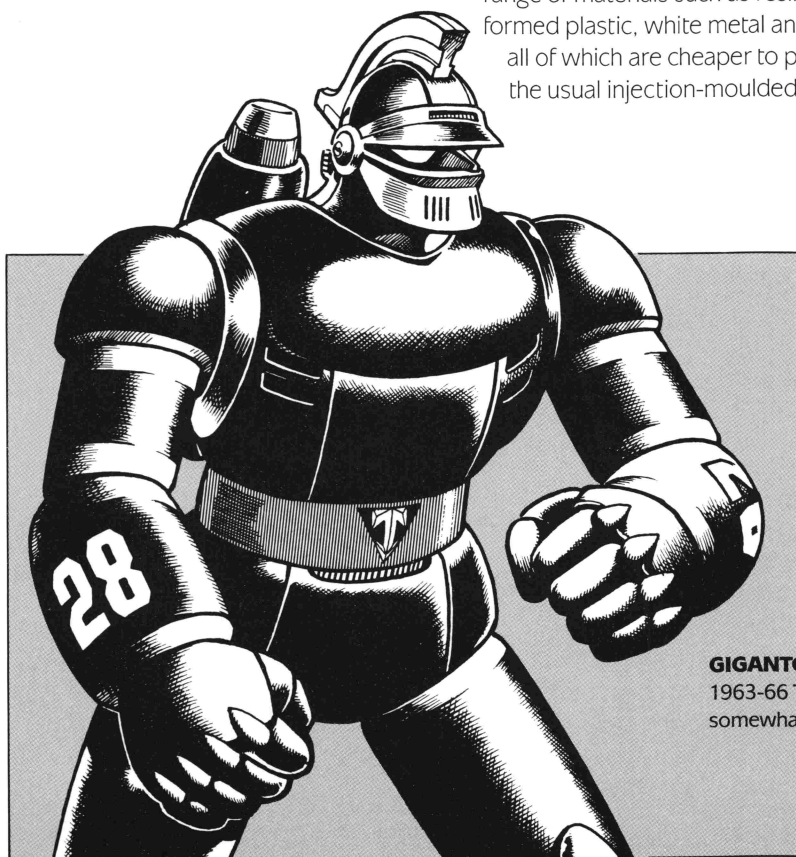
plastic from which 'normal' model kits are made. Since they are made by fans for fans, garage kits often score over mass-produced kits from the big companies in terms of accuracy and feature subjects which such large companies would consider uncommercial.

GEMINI PROPHECIES US English language version of THE ANDROMEDA STORIES.

G-FORCE A second attempt by a US company to do an English language version of GATCHAMAN (see: BATTLE OF THE PLANETS). When Sandy Frank productions let their rights to GATCHAMAN lapse, the option was taken up by a company called FRED LADD PRODUCTIONS, who promised a more faithful adaptation. Sadly, it appears that there isn't much to choose between their version, G-FORCE, and BOTP; in fact, the names are even more insulting! Do ACE GOODHEART and DIRK DARING grab you? Yeah, I thought so. Anyway, you can judge for yourself (if you feel so inclined) since G-FORCE was released on video in the UK on the PARKFIELD PLAYTIME label. However, since Parkfield have gone bust (in late 1990) you might have a job tracking them down.

GIGANTOR US English language version of TETSUJIN 28 GO (IRON MAN No. 28), Japan's first animated giant robot from 1963. The US version, GIGANTOR, was first screened in 1966.

GIGANTOR, Alias Tetsujin 28 Go Bottom Right as he appeared in his 1963-66 TV Series (which became Gigantor in the west), and left, in his somewhat more serious looking incarnation from the 1980 remake.



by Steve Kyte

A TO Z
OF ANIME

MANGA VIDEO 92

A Year in the Life

By Harry Payne

It's been roughly a year since Island World released 'Akira' to triumphal acclaim, and enough public interest to make them decide to release more anime under the confusingly-named "**Manga Video**" label. This is a reasonable time to take stock, look back at what's been provided for us, and take a guess at what's going to happen in the future. Let's start with a quick overview of the releases to date:

'Akira': undoubtedly THE anime to have in your video collection. A tour de force of SF, mysticism, and a cynical look at the human condition, centring around a gang of young disaffected bikers in the nightmarish Neo-Tokyo of post World War III. Cel animation has never been used to better effect in anything else released in the Western hemisphere. Issued in two versions; the ordinary dubbed release and the subtitled, letterboxed "collector's edition", which despite the higher price tag outsold the ordinary release by at least

2:1. Certificate 15, rating A+ for the ordinary version, A++ for the "collector's edition".

'Fist of the North Star': very violent, 90-minute movie version of an awful lot of 30-minute TV episodes, which makes as much sense as basing a film on the entire run of 'Star Trek'. Fortunately, the U.S. company responsible for this made no pretence about holding on to a plot, and the resulting barrage of martial arts in which several protagonists meet bloody deaths serves as an excellent example of the type of video to watch after ten pints of lager and a curry. Certificate 18, rating C—.

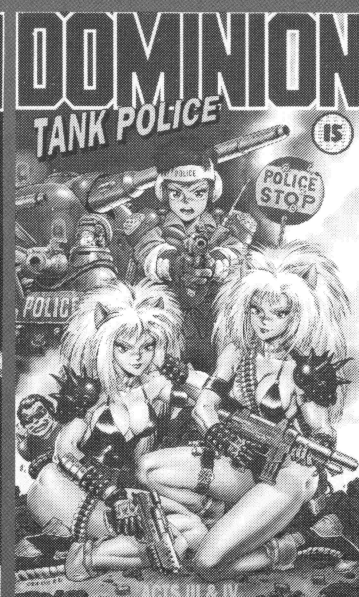
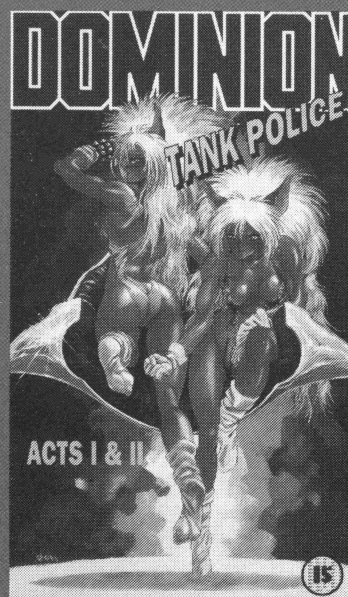
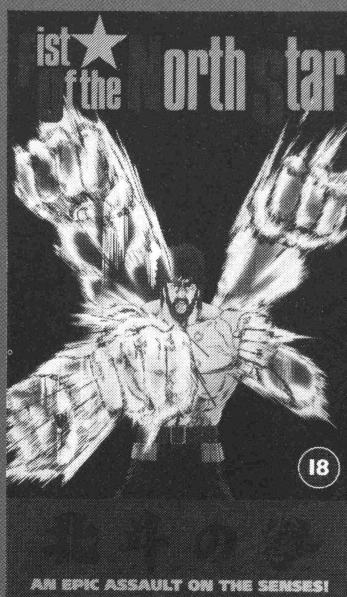
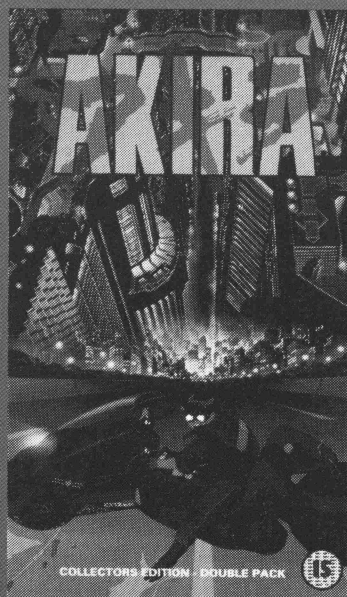
'Dominion: Tank Police (parts 1 and 2)': an exceptionally funny story of the desperate attempts by a group of psychotic coppers to prevent the crime rate in their city rising from one crime every twenty seconds to one every nineteen seconds, and the misadventures of a group of criminals trying to steal urine

samples from a hospital which only treats healthy patients. When the two groups meet, serious collateral damage ensues. The story is somewhat muted by the poor voice acting (see below) and some totally appalling techno-bop muzak instead of the original soundtrack which, whilst not exactly a great piece of work, gave a much better feel to the proceedings. Certificate 15, rating B+.

'Dominion: Tank Police (parts 3 and 4)': the same characters clash when the criminals try to steal a painting of the gang boss from an art house. Better in every respect from the first two parts: the plot is thought-provoking, the voice actors have got to grips with the characters, and most of the original soundtrack is retained. Of the adaptations from Shirow Masamune's manga, this is certainly the closest in intent, dealing with how humanity pollutes its own living space, and what may eventually happen to us. Certificate 15, rating A.

'Project A-Ko': a tale of schoolgirl passion, giant robots, and alien invasion. A classic of the genre, which mercilessly parodies nearly everything which came out before it (those of you who have seen 'Fist' (qv) will undoubtedly recognise the hero's little sister!) Alas, the excellent subtitles on the U.S. release are again replaced by some fairly lacklustre dubbing, but the original music soundtrack remains, as does the "original screen format", ie black bars at the top and bottom of the picture. Certificate 15, rating A+.

'Venus Wars': bog-standard B-movie in which a team of bike racers reluctantly take up arms in an attempt to repel invaders from their country. The setting is a terraformed Venus but absolutely no attempt is made to exploit this as a plot



device, it might just as well have been a post-WWIII Earth. Only the women are exploited, sharing possibly two brain-cells between the lot. Certificate PG, and for the life of me I will NEVER understand the BBFC; there's enough swearwords to make Bernard Manning happy and the sequence at the beginning where one of the female characters is subjected to a strip-search, which is more like a strip-tease, nearly had me putting the tape back in its box. Rating C, on reflection: it's not too bad, just mediocre.

'Odin': Good ideas such as light-sail powered ships and robot civilisations totally wasted by an utter lack of plot. Boys crew ship, boys find girl who tells them about distant civilisation, boys mutiny and boldly go etc. etc.... So bad it's not even a cult film. Certificate PG, rating D, verging on D-.

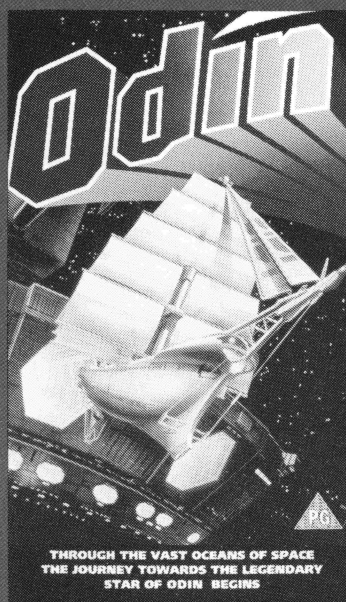
'Urotsukidoji' (aka 'Legend of the Overfiend'). An everyday tale of demons, humans and beast-men in search of the 'Overfiend', predicted to unite the planes of existence and usher in a new age of peace and harmony. If you believe that, I have these shares in a bridge in Brooklyn going cheap...Various bits shaved from it to protect the sensitivities, of the BBFC, this still weighs in at over 100 minutes of sexism, sadism, ultra-violence and pornography. It is *not* a film for the squeamish, and has no redeeming features on the moral side, except possibly to prove there are still people who regard evil as an active force and not just social maladjustment. Amazingly, it has a halfway decent plot, which is better served without scene after scene of sex/death getting in the way; the same difference between Clive Barker's book 'Cabal' and the resulting film 'Nightbreed', I suppose. Certificate 18, rating C+.

Two points for consideration arise out of the above. First, apart from the "collector's edition" of 'Akira', all the above releases have been dubbed. Now, I have nothing against *good* dubbing, it makes films more accessible to a general audience, not all of whom can read fast, and broadens the market. Unfortunately, the dubbing on the Manga Video label is not good; it is simplistic, losing the nuances of the original scripts in cases like 'A-ko', and is competently performed at best. The worse cases have been compared to the products of Streamline Pictures, a U.S. company renowned for its often appalling dubs. Streamline have, over the years, produced some good dubs; 'Akira' is a case in point. Island World, however, have a long way to go up the learning curve. "Market research", which so accurately predicted a Labour victory at the last General Election, may have "proved" people prefer dubbing to subtitling, but I wager those questioned were not asked if they preferred a good, clear set of subtitles or a poorly executed and translated dub, *or* shown examples thereof.

Second, the anime is all of a type: despite promises that they were considering releasing films such as 'Tombstone for Fireflies' and the Miyazaki Hayao classics such as 'Totoro' and 'Kiki's Delivery Service', so far all we have had are action films carefully targeted at the 2000 AD/ Games Workshop market: 12-19 year old males. Again, I like good action films, with or without a veneer of SF; however, a steady diet of them can become boring very quickly. Given that anime covers practically every walk of life you can imagine, inside and out of the SF/Fantasy genres, this is rather short-sighted. Moreover, they're not even the best of the

genre: where are the Dirty Pair? Where are 'Outlanders', 'Black Magic M-66', 'Gunbuster'? More ominously, the second-rate stuff has for the most part been released in the latter part of 1992. Is this all we are going to get in future?

However, from a total of eight releases we have four good ones, two average, and two clunkers. That's four more good anime releases than we've had from any label in the last five years at least, and the two average ones certainly hold their own against anything comparable in the live action field. I'd recommend that 'Akira', 'A-ko' and both parts of 'Dominion' be added to the shelf of any fan with media tendencies, and consideration should be given to 'Overfiend' if you have an interest in splatter (as opposed to horror) films. Despite my misgivings, Island World took a brave step at a time when companies cannot afford to make too many mistakes. A 50% hit rate is not to be scorned, and if they achieve the same success in the next twelve months, I'll be just as pleased. It won't stop me criticising and demanding more "good" anime; I don't prefer second-class material in any field, but just as I personally dislike most mainstream comics or SF/Fantasy pulp novels, I acknowledge that without the market generated by their existence, the black and white independent comics I rave over, the book which grabs me by the gut and ignites my sense of wonder, would not exist. The same goes for this new(ish) sub-branch of media fandom: it's early days, and it hasn't been an instant success, but given patience on part of the fans and the distributors, it can succeed. Here's to success in 1993. Island World, Banzai!



DYNAMO JOE was created in the mid-eighties by artist Doug Rice, and writers Phil Foglio and John Ostrander for First Comics. The series, through its many incarnations, told the story of the two-man crew of the 70-foot-tall robosoldier Dynamo Joe, and their part in the epic Orion War against the utterly alien Mellenares. Inspired by anime shows like Mobile Suit Gundam, Super Dimension Fortress Macross, and Metal Armor Dragonar, **DYNAMO JOE**'s plots formed a rich tapestry of lives intertwined in conflict with an unyielding and totally foreign enemy.

Originally, the series formed an eight-page part of First Comic's anthology title **MARS**, appearing in the last three issues. The intro story met with enough positive response for First to run a follow-on that appeared in their new anthology book, **FIRST ADVENTURES**, where DJ shared page-space with **WHISPER**, and **BLAZE BARLOW AND THE ETERNITY COMMAND**. Using **FIRST ADVENTURES** five-issue run to gauge fan interest, First released the popular **WHISPER** as a bimonthly title, and **DYNAMO JOE** as a three-issue limited series. The limited series sold well, and with things looking rosy for the smiling mech, the limited series was extended

feline Tavitan with a predilection for pilfering spares and creating modifications to Dynamo Joe that would have put Scotty in the shade. Together with a supporting cast of well-defined friends and enemies, these two unlikely heroes were set to become the focus of the war.

The first **MARS** story found the Dynamo Joe crew stranded on a world about to be destroyed, as the enemy overran them. Picking up fighter-pilot Lt. Price and news reporter Anda Warren, they make their escape only to find they have been left for dead – and left behind.

In the **FIRST ADVENTURES** follow-on, Daro, Pomru, Price and Warren discover the lost battleship Corregidor. The ghost ship turns out to be a floating warzone, with the remnants of the crew fighting pirates from the outer colonies, both locked in a stalemate struggle – until the arrival of Dynamo Joe. Daro discovers an intact alien ship, and finds out the true nature of the enemy – that they are a hive-mind of microscopic creatures. In the final battle, Price gives his life to save Warren. The limited series begins with the test flight of a new robosoldier unit – the Galax-C – which goes horribly wrong. Blame is placed on Daro and Pomru, and the pair find themselves used as cannon-

freighter crew in the **DYNAMO JOE** universe. This approach at two views of the DJ world led to some interesting plot crossovers as the stories took place 'at the same time', as it were. The unfolding action of the ongoing series started by introducing two new elements – the appearance of Wolf-1, a super-battlesuit piloted by a mysterious mercenary, and the Dreamers, humans who are psionically effected by the Mellenares – to the point of hijacking a starbase to communicate with them! Events continue apace when Pomru inadvertently captures the first Mellenare prisoner-of-war, and more is discovered about the aliens. Slowly, the tide of the war begins to turn in favour of the Alliance forces as they advance on the Mellenare "core". But on the eve of the war's end, Wolf-1 shows it's true colours, as an alien killing machine that feeds on death... And it is up to the crew of Dynamo Joe to defeat it! It would be silly to assume that the fight doesn't go in Joe's favour – but the vanquished Wolf-1 dives into the "core", just as the Dreamers make contact with the aliens hive-mind. A peace is forged, and the Mellenares reveal the reason behind their invasion – they are not conquerors. They are refugees, and the foe that forced them to run is still behind

DYNAMO

into an ongoing one, beginning from issue four, which featured a cover with the words "Okay, So We Lied!" Together with a reprint issue containing the **MARS** stories, **DYNAMO JOE** rocketed off into the world of indie comics, (crossing over once with First's other mainline title, **GRIMJACK**) fighting the Orion war for two years until the series was cancelled in January of '88. Although planned to run to at least thirty issues, it was cut short due to falling sales.

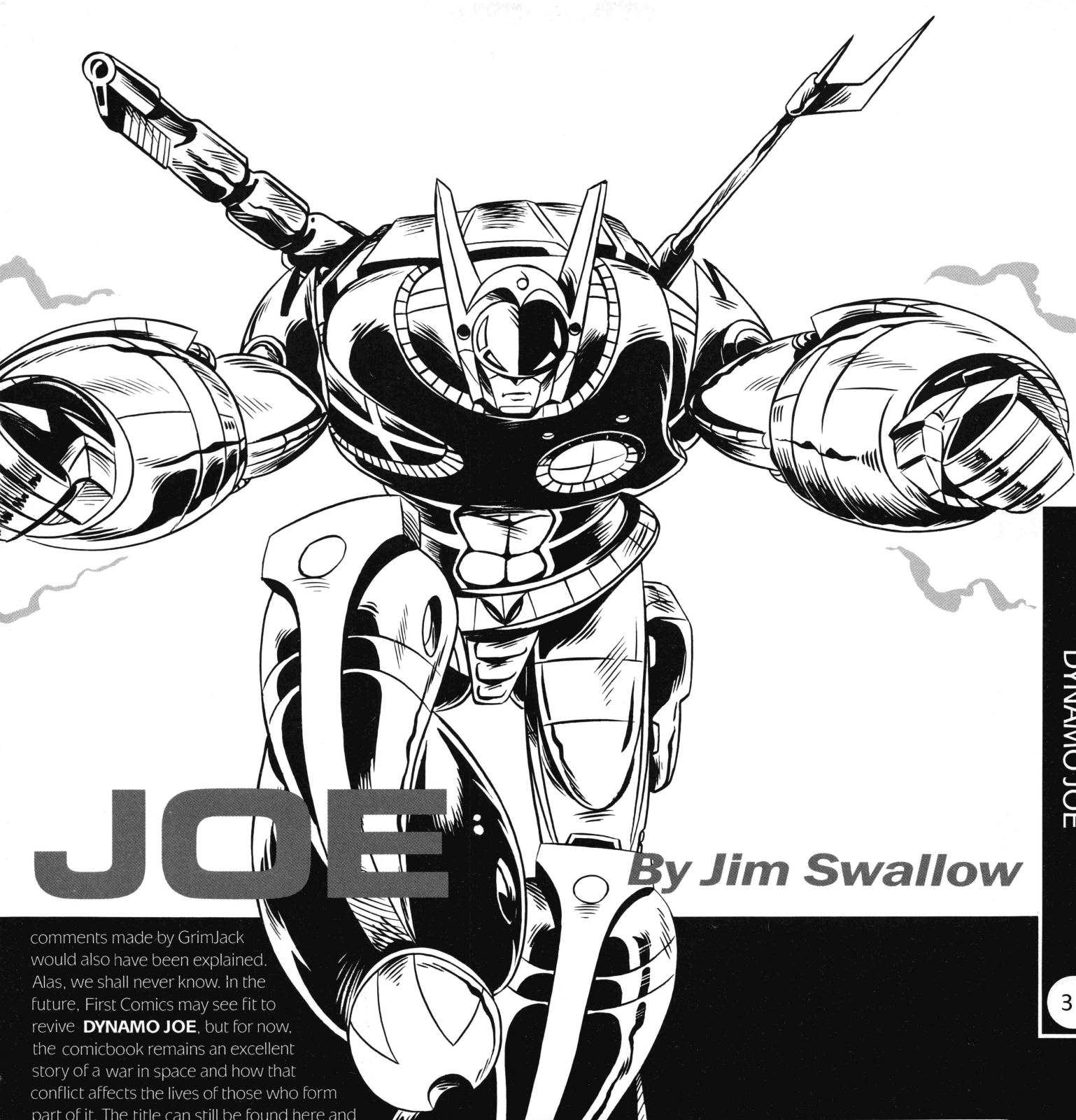
Like all good epics, **DYNAMO JOE** had quality characters as well as grand scale. The heroes of the series, apart from Joe himself, were Sargent Daro, DJ's pilot and commander, and Private Pomru, the navigator and technician. Daro was an "imperial", one of an off-shoot race of humans who had been bred to be genetically perfect. A loner, Daro was a man who had been shunned by his people for reasons not of his own creation, an honorable warrior striving to recoup his integrity. Pomru, on the other hand, was an irreverent technohacker – a

fodder in a mission to escort bombships into the alien fleet. As the enemy presses the attack, the operation seems sure to fail, but at the last moment the bombships are revealed to be "trojan horses" containing the new Galax-C's. The Mellenares are pushed back for the first time – but victory is still a long way off. Here in the timeline of the story comes the crossover with First's other main title **GRIMJACK**. This comic is based around an interdimensional city, which links all of the First Comic's "universes", and it is here that Dynamo Joe is accidentally transported to when Pomru steals an untested space-warp device. The title character, John Gaunt a.k.a. GrimJack, mentions to Daro that they "will meet again", but unfortunately this plot loose end was never followed up in the continuing series.

From issue four, **DYNAMO JOE** travelled on through another twelve months to its end at issue fifteen. With DJ's new incarnation came a back-up strip called **CARGONAUTS** – the story of a space

them...somewhere...

And with that, **DYNAMO JOE** sailed off into history, with the Orion War ended, and peace, at least for the moment, in the Alliance. It's unfortunate that DJ ended here – plans had been laid as far back as the summer of 1987 to continue the adventures of the battlesuit and its crew onward for at least another fifteen-to-twenty issues. With art chores distributed between Doug Rice (who went on to draw DC Comics' **MANHUNTER**) and Ben Dunn (creator and artist on Eternity Comics' **NINJA HIGH SCHOOL**), the future looked bright – it was sad the slump that followed meant **DYNAMO JOE** was retired. Among the planned adventures for DJ were the return of Wolf-1, and the start of a new offensive against the Slavers, also known as the Blood Nation, the pirate elements of the human worlds. Daro was also to be finally pardoned by his government, and able to regain his honor, and Pomru was to find a mate in the form of the Princess of all Tavitans! And perhaps too, the enigmatic



JOE:

By Jim Swallow

comments made by GrimJack would also have been explained. Alas, we shall never know. In the future, First Comics may see fit to revive **DYNAMO JOE**, but for now, the comicbook remains an excellent story of a war in space and how that conflict affects the lives of those who form part of it. The title can still be found here and there in back issue racks, so take the time to look at **DYNAMO JOE** – you may like what you see.

完

COMICOGRAPHY – A short guide to the appearances of **DYNAMO JOE**

(all titles produced by First Comics, colour unless stated otherwise.)

MARS; #10 ("Retreat From Fergusson"), #11 ("The Key To Survival"), #12 ("Escape Velocity").

FIRST ADVENTURES; #1 ("Lil' Orphan Army"), #2 ("Destination: DMZ"), #3 ("Plague Ship!"), #4 ("Battlestations!"), #5 ("Call Of Duty").

DYNAMO JOE Limited Series; #1 ("Back To Base Six"), #2 ("Boldshot Brimfire!"), #3 ("In The Ashes").

GRIMJACK; #30 ("Blood And Duty").

DYNAMO JOE SPECIAL; #1 (reprinting **MARS** stories, plus synopsis of Limited Series, history of the "universe", cutaways of battlesuits, character files.)

DYNAMO JOE; #4 ("Point Of No Return"), #5 ("The Man With The Gunsight Mind"), #6 ("The Enemy Within"), #7 ("Sigma Syndrome"), #8 ("Duel Ex Machina"), #9 ("P.O.W."), #10 ("One Of Our Planets Is Missing!"), #11 ("The Core"), #12 ("End Run"), #13 ("Wolf In The Fold"), #14 ("Abattoir"), #15 ("Pax Procyon").

FIRST SIX-PACK; #1 (Partial black-and-white reprint of early issue.)

(This writer would like to thank Mark "Man Of Bronze" Lee for his assistance in providing research material, without which this article could not have been written.)

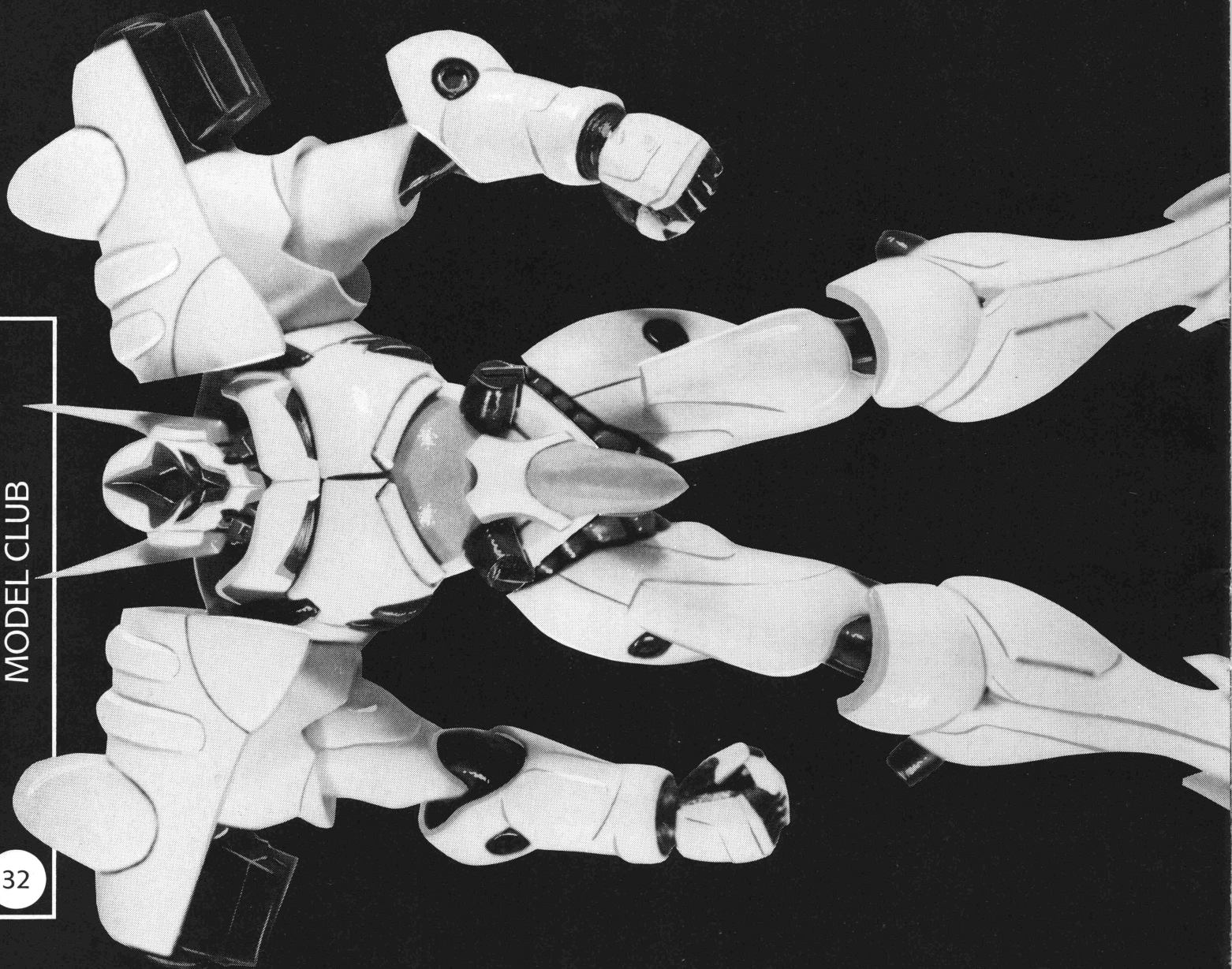
DYNAMO JOE © FIRST COMICS/DOUG RICE

Hello again, welcome to yet another Anime UK Model Club extravaganza. In this issue I'll be covering another type of the many Japanese kits that are available, Vinyl.

Vinyl kits are very popular in Japan and to a lesser extent in America but as far as I'm aware, until recently they have been pretty scarce in the UK. In Japan, most series characters and mecha are available in Vinyl form, usually in the form of large scale models where larger parts are needed but, be warned, compared to most types of kits they do tend to be expensive.

This issue it's the turn of **DETONATOR ORGUN** to be put through its paces. I have told myself that, on no account, shall I attempt to make any "ORGUN" jokes during this article! This is a 1/12 scale soft vinyl kit manufactured by Buildup and has approximately 35 vinyl parts and one metal sword/dagger attachment. Again I have yet to see any of the anime for this series but as far as I am aware this is a body suit rather than a robot or cyborg. The first thing to do when dealing with Vinyl, is to clean all the pieces. Fill a bowl with warm soapy water and soak all the vinyl pieces for a few minutes, this removes any unwanted grease and dirt and allows for easier assembly and painting.

When dry, remove all the unwanted plastic from the various points on the model using a scalpel. This can be made easier with the use of a hair dryer as, when heated, vinyl becomes soft and flexible thus making it easier to cut. Do not overheat the pieces with the hairdryer and do not cut off any of your own body parts (wanted or otherwise!). If any of the parts are twisted or deformed I suggest soaking the part in hot water. When the part becomes soft, bend the part into its correct shape and then put the part into cold water to harden the vinyl.



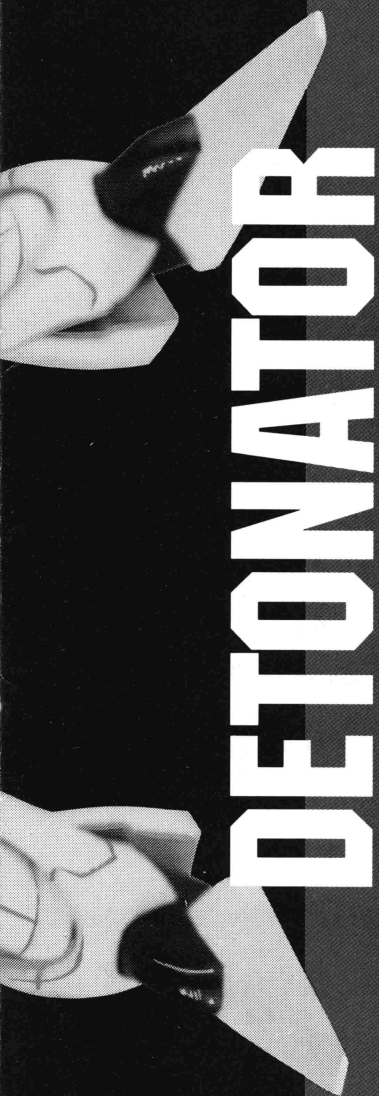
could water to harden the vinyl.

Before undercoating, I assembled the head, arms, legs and torso of the kit using superglue (Krazy Glue), this made it easier to handle the various parts. A small variety of poses are available, so I suggest you pick one you like before doing this. As with the resin kit in issue 4, I used Halford's Plastic Primer to undercoat the parts. I then left them for a few days for the primer to dry.

The colour scheme for this kit is fairly basic and the picture on the box is enough to give you the right idea. The whole kit is basically white with Dark Grey/Black Trim. The only exceptions to this were the eyes which are yellow. Light Blue panels on the abdomen and groin area and the red on the exhaust cowlings and the rings on the arms and legs. All the paints used were acrylics and they were all applied using a paint brush. (For some reason white acrylic and my airbrush do not get along!) Once painted the arms, legs and head were attached to the body, along with the various chest plates and sword. The whole thing was then given a thin coating of Gloss Varnish to give it a plastic look and to protect the kit from dirt and dust. When this is dry I suggest you then place the kit on your shelf, pat yourself on the back and take a well earned break before starting on your next kit!

As for the availability of this kit, I'm afraid this was a gift so I can't help you out there but I do intend to put together a Retailers' Guide along with a list of some of the tastier kits they have in stock in a future issue so hopefully you may be able to have more luck in getting hold of something you want but, until then, you are on your own. Good luck.

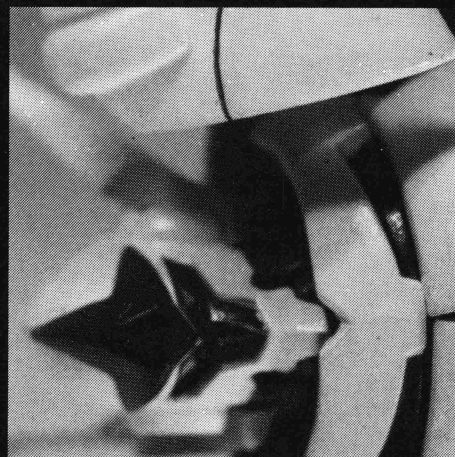
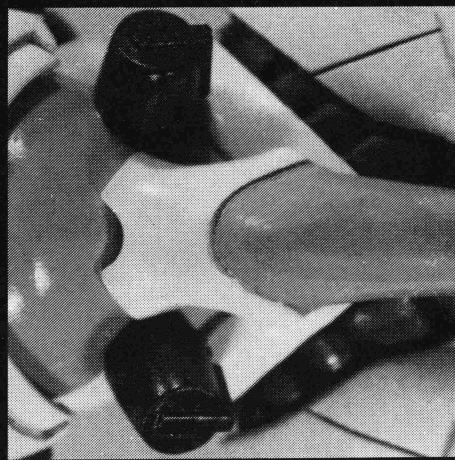
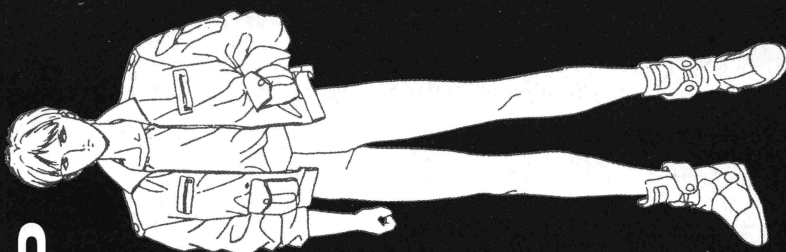
Special thanks on this one goe to Peter Evans (UK) for the Antenna and Zoe Hawton for the kit. This kit was made to a soundtrack of R.E.M.'s Automatic for the people and Faith No More's Angel Dust.



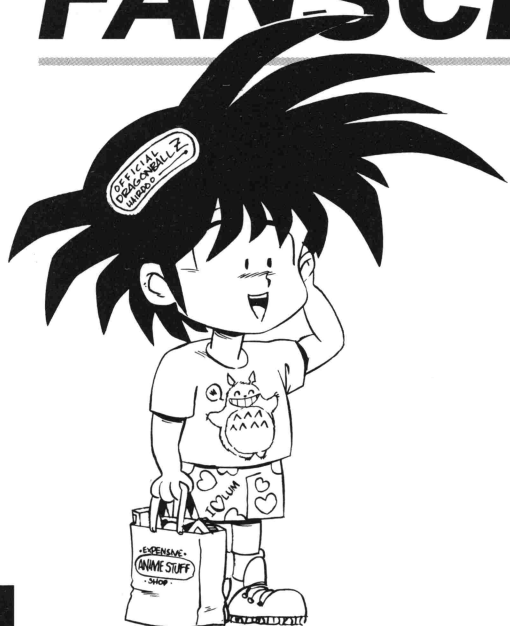
DETONATOR ORGUN

1/12 SCALE • VINYL • By BUILDUP

By Paul Watson



FANSCENE ROUNDUP



There are a huge number of anime fans out there running clubs or producing publications of interest to us all. This column will publish the details so that you can get it touch – and if you know of a good club or zine, send us the details!

UK:

David Cotterill, a student at the University of Hertfordshire, has started a monthly fanzine, ANIME-HEM, which reprints extracts from the various (mostly American) anime bulletin boards and archives available on the INTERNET computer network. He wonders if ANIME-HEM is the UK's first dedicated anime fanzine – the first issue appeared at

Novacon, the Birmingham science fiction convention, on 6th November 1992. This non-profit publication is available from David (drop him a self-addressed envelope with a stamp or IRCs for details) at 18 Hillcrest, Hatfield, Herts AL10 8HW. If you're on e-mail contact David "DRAGON" Cotterill on cs4bl@herts.ac.uk.

EUROPE:

ANIMASTER is the brainchild of Massimo "Yoshiki" Iorillo, an anime fanzine cum worldwide directory of addresses relevant to fans of anime and Japanese hardcore music. The directory will be expanded and updated at intervals and also carries ads of interest to readers. The individual entries are as full as Yoshiki can make them – some include phone and fax numbers – and cover companies, clubs, magazines and shops. The zine is mostly in English with some French articles. There's also a club, ANIMURDER – for a \$20 subscription you get 4 issues of the zine, an art zine, an ID/membership card, stickers and whatever other goodies come Yoshiki's way. For more details send a self-addressed envelope and two IRCs to The Goodwill Network, attention of YOSHIKI, Post Office Box 3244, 1400 Yverdon, Switzerland.

USA:

SUMMER SIDE is a California anime club whose monthly magazine FSTS is one very good reason for overseas fans to join them! Anime news, translated manga, Japanese language tips, a letter column and merchandise ads all feature in FSTS, plus synopses of anime shown at the club's monthly meetings. (True, you won't be able to **get** to the monthly meetings unless you happen to be over there on holiday, but you will get tape trading privileges so you can switch on your video and join them in spirit!) SUMMER SIDE also publishes THE ANIME SOURCE, a directory of anime-related information listing APAs, computer BBSs, clubs, fanzines, magazines and shops. Overseas membership of SUMMER SIDE for a year cost \$57 and includes THE ANIME SOURCE; or you can get THE ANIME SOURCE only for \$5. Write to SUMMER SIDE, 24161-H Hollyoak, Laguna Hills, CA 92656, USA. Don't forget to enclose a couple of IRCs with any queries. Cheques/IMOs etc should be made payable to ALEC ORROCK.



anime

EYECATCH

By Phil Lasky, Surrey



Dear Helen

I am a great fan of ROBOTECH (it is quite an old show/cartoon now) and I have tried looking almost everywhere but it seems that it is impossible to find any related products.

I am really interested in the artwork (especially the MACROSS series) as they were very well drawn. Is there anywhere I can get hold of posters, magazines and even books on them? At present my only source of 'pictures' comes from a role playing game which I've actually bought just for the drawings to be honest. I do know they released a soundtrack for ROBOTECH on compact disc (which is also quite some time ago) and could you please tell me where I could purchase them.

If you're wondering where I get my information on ROBOTECH (especially the soundtrack) it's that I'm from Malaysia and being situated 'near' Japan (sort of) it is natural we got some cartoon series and stuff. The only problem was imported stuff from Japan was either too expensive and unreliable via mail-order and comic shops.

Cristopher Tan
London

HELEN:

ROBOTECH is indeed an old show and since it hasn't had much exposure in this country the related merchandise never really got over here in any quantity. The USA is ROBOTECH-Land as far as fandom is concerned and there are a number of American anime fan clubs which publish items on ROBOTECH and swap tapes. The series from which ROBOTECH was constructed – SUPER DIMENSIONAL FORTRESS MACROSS, ARMIES OF THE

SOUTHERN CROSS and GENESIS CLIMBER MOSPEADA – are, of course, even older than ROBOTECH itself, and so material on them is even harder to find. However, MACROSS in particular was and remains very popular with fans and so magazines and fanzines with articles on it are not hard to find.

I would suggest that to start with you contact SHEFFIELD SPACE CENTRE and ask them to let you know what they currently have in stock on MACROSS or ROBOTECH – magazines with articles, books, posters, kits etc. You might also like to contact Carlo Bernhardt of ANIME KYO. ANIME KYO is the UK's only anime fan club and its members might be able to help you out with sources for ROBOTECH items for private sale or by trade with other fans. AK is a good club and well worth joining. In London, BOOKS NIPPON offers a book ordering service from Japan – but unless you know the title of the book you want they might have difficulty in helping out, especially as many of the staff speak very little English. A photocopy of the cover helps a lot! Maybe other readers will be able to write in to suggest a source of ROBOTECH items I don't know about.

Dear Helen

I am not here to congratulate you for the excellency of your work or to tell you I truly appreciate the technical qualities of your magazine (paper, typography, presentation...). No, I won't tell you once again that I am extremely pleased with ANIME UK.

What brought me to write this letter is a serious matter. Almost everything connected with Japanese animation in France is amateurish, disorganized and sometimes self destructive (the general public thinks very poorly of Japanese animation and any wrong move from us fans is an argument for disparaging us). In the U.K. you don't seem to have such problems, you have magazines of professional quality, well organized conventions and even a video market! This is why I'd like to know what is the average age of a "Japanimation" fan in your country, in France it's about 16/18 and it might be the reason of our problem. Do we have to wait for the fans to grow older to see things really start?

And now, for something completely different...As I didn't say it earlier in this letter, your magazine is perfect but I have a suggestion.

I think it would be very interesting to have a regular column about Japanese culture. The fans would appreciate even more all

these anime that make frequent reference to popular (in Japan) artists, films, literature works etc...Can you believe that names like Momotaro, Zatoichi, Ultraman and even Godzilla are almost totally unknown here in France??!!

Pascal Lefevre
Metz
France

HELEN:

Believe me, things are not really much better in the UK than in France. Although we do have one large company (Island World) and a couple of very small outfits releasing a little anime, we have nothing on TV and the British public is just as disparaging of us and our interest as the French public is of you.

The average age of British fans is probably around 19-25, a little older than that of French fans, although we have many fans over 30, and a growing number of under-16s are becoming interested in anime through comics or console game magazines. I think one important factor is that older fans are more likely to have money of their own – either from a student grant or from a job – and so will be more able to join clubs, go to conventions and develop their own interests. For younger fans, the pressures of schoolwork and having no money are very restrictive!

France also has an excellent anime magazine in ANIMELAND, and with the IDRAC convention's move to include anime France may soon have its own regular version of our British conventions. Maybe as European fandom grows stronger, both French and British fans will find it easier to share and enjoy anime!

Dear Helen:

Just something to say about supporting bootleg tapers. Personally I agree totally with you that it will wreck the market if these people carry on selling bootleg tapes "cheaper" than Island World and any one else that is likely to enter the market, but saying that most of the video companies only usually release the feature film length editions and in that case many new Anime fans will miss out on individual series, a classic example being Project A-KO, most fans will see the Island World video and probably none of the other episodes that were made. Now, I have been interested in Anime and Manga for some 8-10 years (off and on) and I still have no connections or contacts with Japan or the States, many new fans I'm sure would appreciate to have direct contact with the land of the rising Nikkei Dow, but how do you get a pen-friend



who is willing to be a middle man and send you all the Anime goods that they can get their hands on? If there were places or clubs (see below) that these new fans could get anime titles from then maybe they would not have to buy bootlegs.

Have you thought of having a contacts page, I know that there are people in the North West who are into manga and anime as trying to get your hands on new titles is hard, and if people in areas could get together and form clubs then they could club together and get the official videos instead of buying the bootlegs and also expand the 'hobby', also if there were more actual clubs in different areas then there could be more conventions to cater for local people.

Yours sincerely
Brian A. Cooke
Wigan, UK

P.S. The magazine is absolutely the greatest thing since sliced tofu, and is the best apology in itself for being late, keep up the fantastic work if you could ever do it, please expand as the magazine is usually read cover to cover in a couple of days and two months is quite a bit to wait.

HELEN:

I think what you're offering on bootleg buying is an explanation but not really an excuse. After all, when I started out some 8-10 years ago as an anime fan, I didn't have any contacts with Japan or the States either! Very few people are lucky enough to start out in fandom with a full address book and find new penpals who are immediately willing to start sending huge parcels of goodies; but by joining clubs, writing to other fans and following up every contact you make, you gradually get where you want to be. I know one young UK fan who came into fandom just over a year ago with no contacts. His first action was to write to everyone on the AUK NEWSLETTER CONTACT LIST. (And no, he didn't have bags of cash – he was then unemployed. He just saved up to buy the stamps.) He was friendly, pleasant and willing to give as well as get. He's now one of the best-liked people in UK fandom and has an impressive video library. It can be done.

Anime clubs don't just arise from nowhere – they are founded and run by anime fans. There are quite a few fans in the North-west; why don't a few of you get together and start a club? Or if you don't want to run a formal society, why not organise an informal viewing group? All you have to do is meet once a week, month or whatever

at someone's house to watch tapes, and welcome any newcomers you meet.

Dear McCarthy-san,
Reading through AUK#4 I spotted the article on THE SENSUALIST and commented to my friend that I thought that the art was pretty good. His reply to this was "It's just a porno cartoon, isn't it?" A heated debate began in which the age-old point of anime just being cartoons for big kids came up. This must be the most widespread and damaging "fact" that stops anime in the UK ever becoming as popular as in Japan, or even in the US. It is such a shame that these cynics won't even sample any anime, simply relying on bad memories such as BATTLE OF THE PLANETS (sic) or even TRANSFORMERS (siccer). They also preach that anime is bad for kids, but how can it be? People who truly understand often see the hidden (and sometimes not-so-hidden!) messages – AKIRA with its anti-nuke backdrop; BUBBLE GUM CRISIS and its abuse-of-power storylines; PORCO ROSSO with its anti-racist (or should that be piggist?) theme, and even PROJECT A-KO with its lesbian undertones (don't tell me you haven't noticed). There are those who will never give anime a chance, but with AKIRA and maybe KIKI'S DELIVERY SERVICE at Christmas maybe we'll get a few converts.

Kevin Wiles,
Sheffield

HELEN:

You're right about old arguments. The sad thing is, the arguments themselves never change but the subjects do. Shakespeare was constantly denigrated by some of the more fundamentalist sections of the Establishment as a cheap, populist playwright who knocked out sex'n'gore entertainments for the masses and pandered to the lowest common denominator of public taste, and even earlier in history the great Greek writer Aristophanes had some of the same sort of comments flung at him. In music, Mozart couldn't get anywhere with the rich and influential of his day, even though his music was sung in the street with great enjoyment by ordinary folk.

It seems that an art form usually works its way from being cheap and popular to being the restricted preserve of the intelligentsia, just as European theatre and opera have done. In the process, some workers in the field are recognised as great artists and make reputations that will last down the centuries, and the rest are consigned (perhaps fairly) to the

dustbin of history. Maybe anime will go down that road one day, maybe not. Until then, it makes a pretty good argument to stop the ignorant in their tracks that what they're saying now was said of Shakespeare.

I can't agree that PROJECT A-KO has lesbian undertones, though. I went to a convent school and know many people who also had an all-girls education, and I see much the same things in the lives of my niece and her friends today. Girls can form intense and passionate friendships with each other which are totally non-sexual. I know men can find this hard to believe, but we do. Take my word for it.

LOST BOYS...?

This time it's **ROSS MILAN** (or possibly MILANI) of Woburn Sands, Milton Keynes. Ross wrote to me just after the New Year asking some questions and enclosing a treasured anime book from his collection. I can't answer the questions or return the book because he hasn't given me an address and there's no listing for him or his family in the Milton Keynes phone directory! Would Ross or anyone who knows him and can give me an address please get in touch, and would everyone writing to ANIME UK MAGAZINE please make sure your full name and address is clearly written on the letter and/or envelope?



CONTACTS

IF YOU WRITE TO ONE OF THE FANS LISTED BELOW, please enclose a stamped, self-addressed envelope for their first reply.

IF YOU ADVERTISE HERE please respond to every letter enclosing an ssae that you receive, even if only to say that you are already snowed under with penpals and can't take on another!

MICHAEL TANG, 24 Sandringham Road, Bromley, Kent, BR1 5AS, UK, age 16, studying for A-Levels. Favourite anime: DRAGON BALL Z, favourite manga: MAI THE PSYCHIC GIRL, interests include Chinese painting, computer/console gaming; seeks overseas & UK penpals.

MIKE BROWNE, 8523 Fort Hamilton Parkway, #41, Brooklyn, NY 11209, USA. Longtime fan, favourite anime: CAPTAIN HARLOCK, interests include sf conventions, costuming; has anime in both PAL and NTSC formats; welcomes new fan contacts.

IAN AYLIFFE, Lyndale, Tudor Street, Ross-on-Wye, Herefordshire, HR9 5PS, UK, age 24. Favourite anime: Dirty Pair, Project A-Ko, Dominion etc (the cuter the better!), interests include painting, reading, modelling, RPG and trying to find a job.

RANIERO MASSIMO, Manga Friends, Via Monte Tesoro 35, 37132 – San Michele Ex, Verona, ITALY, member of anime/computer fan group looking for good contacts, info, friendship.

Kiki's Witches Brew
Aishii - Ah Delicious!

おいしい

Ingredients

- 1 pint of milk
- 2 tablespoons of rum
- 1 cinnamon stick
- Drinking Chocolate
- 1 marshmallow for each person.

1 Put 2-3 teaspoons of drinking chocolate in each mug and keep them ready.

2 Toast marshmallows under a grill until they are puffy and golden on top. Watch them carefully to make sure they don't burn.

3 Meanwhile put the milk in a saucepan with the rum and cinnamon stick and bring it to the boil.

4 When it's just boiling strain it into the mugs and stir well to dissolve the drinking chocolate.

5 Top each mug with a toasted marshmallow, golden side up and drink at once by a cosy fire with your favourite witch!

KIKI'S DELIVERY SERVICE ©TOKUMA-SHOTEN

OUTZONE

アニメ ANIME UK
MAGAZINE

▶ LOCK-ON FOR ISSUE 7

THE FINAL PART OF
MOBILE SUIT GUNDAM
GUNDAM

JAPANESE
SCIENCE FICTION

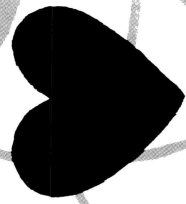
ANIME GALLERY

Back Cover: Dominion Tank Police from the Manga Video release of the same name (parts 3 & 4) by Steve Kyte. Reproduced with the kind permission of Island World Communications Ltd.





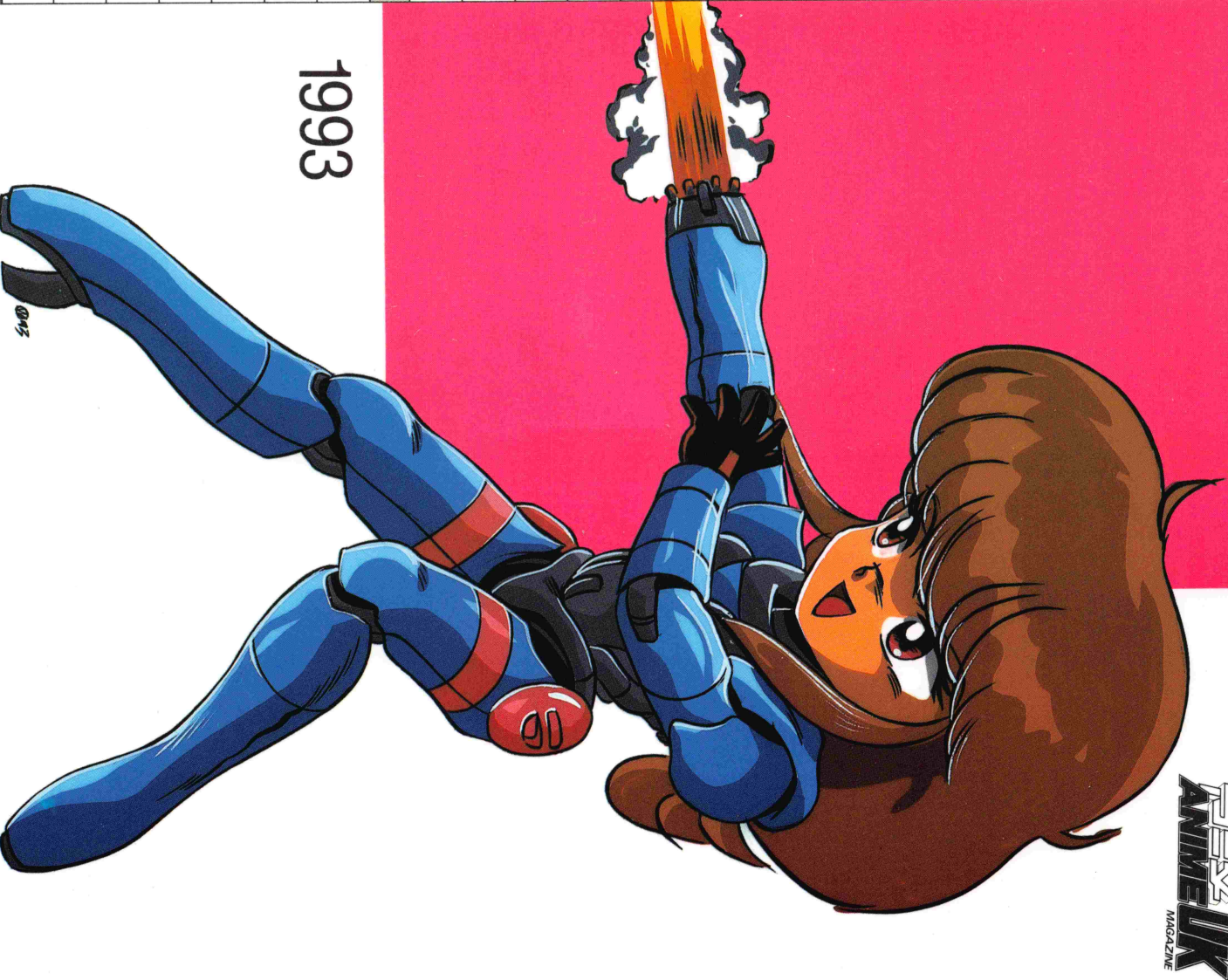
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SMALL GALS • CALENDAR 1993

PRINCE
ANIME UK
MAGAZINE

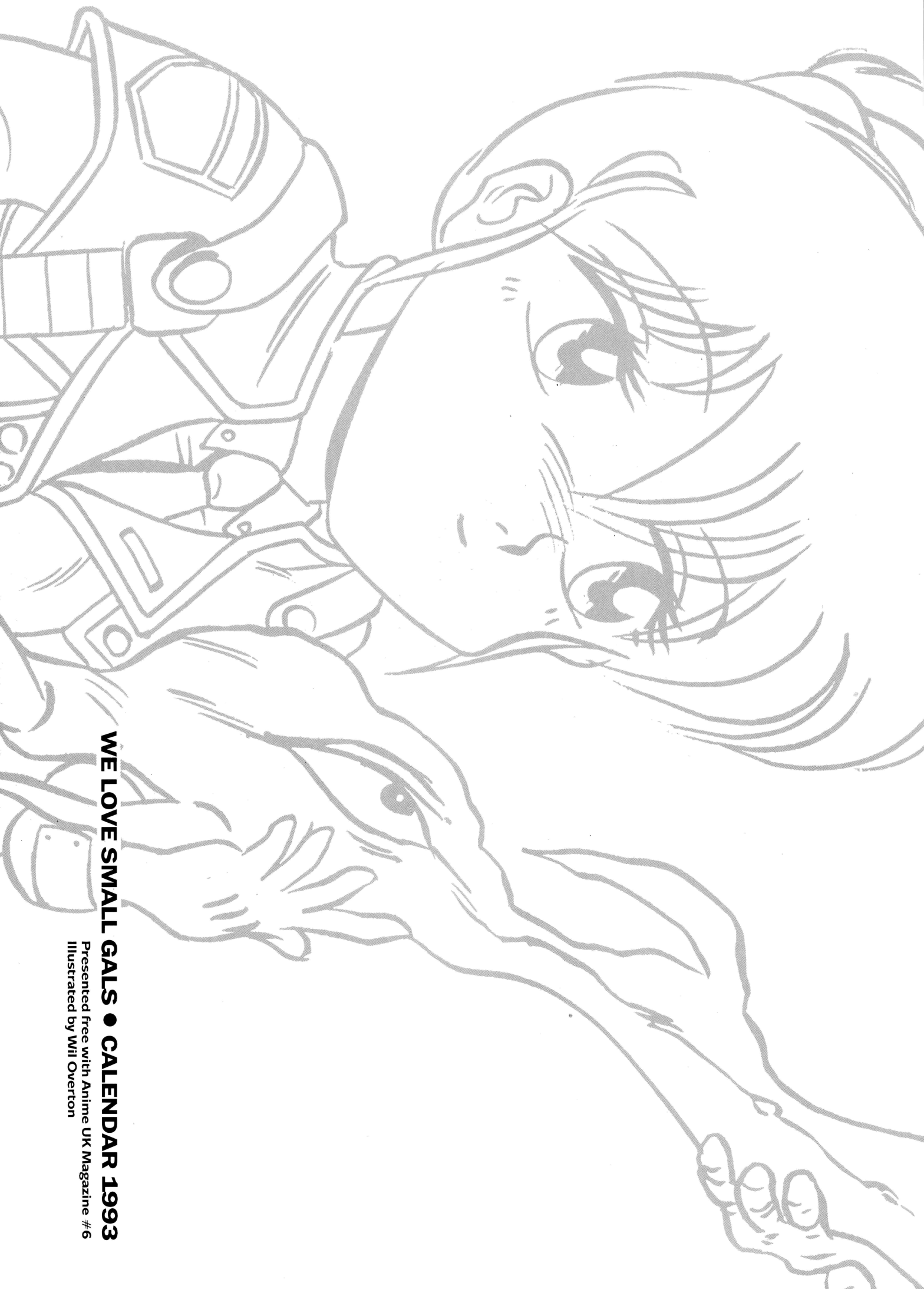
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Presented free with Anime UK Magazine #6
Illustrated by Will Overton